

STAR WARS
EDGE OF THE
EMPIRE

DANGEROUS COVENANTS



A Sourcebook for Hired Guns

STAR WARS
ROLEPLAYING

STAR WARS
EDGE OF THE
EMPIRE
ROLEPLAYING GAME

DANGEROUS COVENANTS

After decades of struggle, the fires of conflict continue to engulf the fringe. From Coruscant's underworld to the edges of the Outer Rim, the galaxy shakes with war.

However, some see opportunity in the midst of chaos. On countless worlds, HIRED GUNS take up arms and sell their services. Skilled and dangerous warriors, they fight for any side, as long as the price is right....

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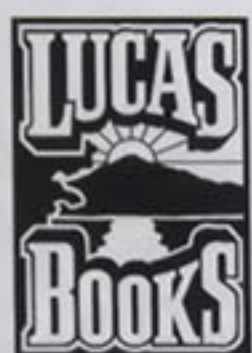
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Ni-FEX kicked the door off its hinges, and we stepped into the cantina.

Kasso smiled slightly. "Never met a door you didn't kick down, eh Fex?"

The droid cocked his massive head slightly, as if confused. "It is a door. How else should I open it?"

I rolled my eyes and brushed past him. "Let's just get a drink, huh? It's been a long day."

The cantina, like most dives on this burnout planet, was dark, damp, and smelly. We grabbed a table near the back, and the bartender bustled over with a round of lum. His eyes shifted towards the door, then towards me. I glared, and he scurried back to his bar.

Fex stared at his mug for a long moment, then pulled a cloth out of his immense traveling case, dipped it into the lum, and carefully started cleaning the blaster scorches off his torso. Kasso took a long pull and grimaced, then sighed and relaxed. "I'm going to find the refresher."

I waved my hand idly, focused on my own lum. I had just finished the drink, and was trying to catch the bartender's attention, when four mangy individuals sauntered over to my table.

"Tera," the lead scum said with a smile. "Nice to see you."

"Wish I could say the same, Vols," I said. Fex continued his cleaning. "But I'm sure you have important things to do some other place."

Vols didn't take the hint. "Tera, Tera, Tera. Boss Gorgen's not going to be happy to see you hanging around the old neighborhood. 'Less you've come back to work for him..."

"I told you, and I told Gorgen. I'm done doing his dirty work."

He shook his head. "Then you've got nothing protecting you while you're here. How sad."

My left arm, the cyber one, crushed the heavy bronzium mug, spilling lum all over the table. I looked in Vols's eyes and gave him a grin that was all teeth. "You sure about that?"

His thugs took a step back, and even Vols looked a bit shaken. But then he reached into his pocket and pulled out a vibroblade. "Famous last words, Tera."

It looked like the conversation was just about over, so I threw the crushed mug at his face. It bounced off his forehead and sent him stumbling back, giving me enough time to stand and follow the mug up with my chair.

It hit him right in face, breaking his nose with an ugly crunch. He toppled in a spray of blood, his buddies panicked, and everyone started pulling blasters. I dove for the floor. "Fex! It's killing time!"

The big droid looked up. "Oh?" His photoreceptor turned from blue to bright red. "Oh!" He stood, knocking the table aside, and grabbed his case. Blaster bolts bounced off his chassis as the case fell away to reveal a light repeating blaster. "Hello, my friends!" he bellowed as he opened fire.

Things got a bit crazy. Fex blasted apart tables, chairs, and the occasional thug, while the rest of Vols' goons did their best to return the favor. The rest of the patrons either sprinted for the exits, or grabbed their own blasters and joined in indiscriminately. I scabbled across the floor, where Vols was trying to stand, and brought him back down with a savage kick to the knee. One of his thugs dove at me, and I grabbed his jacket, spun, and sent him face-first into the edge of a table.

A small, blinking sphere flew over the heads of the crowd, landing in the middle of the cantina. Someone shouted "Run! It's a thermal detonator!"

Patrons and gangsters alike stampeded for the exits. Fex was about to follow, but I grabbed his arm. "Wait a sec..." Fex's photoreceptor brightened for a moment, then dimmed back to blue upon seeing me.

As the last few people ran screaming, Kasso sauntered out from the refresher with a smirk. "Not too bad, huh?"

"Did you just break up a cantina fight with a thermal detonator?"

He raised a placating hand. "No, no. I just used a decoy, is all." He reached for his belt pouch. "The real thermal detonator is right..."

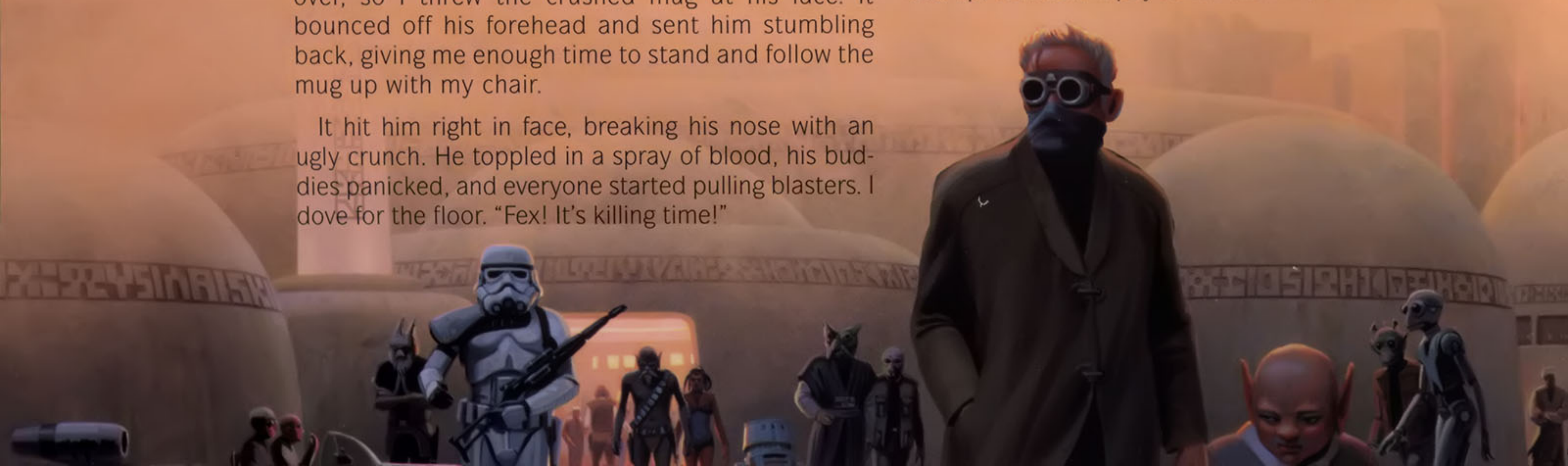
His hand came out from the pouch empty. "Oh. We'd better go."

Ten seconds later, I staggered to my feet and looked at the flaming wreckage of what had once been a cantina. "Nice job, Kasso. You moron."

The Weequay rolled over in the mud, coughing. "Hey, it seemed like a good idea at the time."

Fex stood in the middle of the street, staring at the durasteel spike running through one of his legs. "This will take some serious polishing to fix," he said somberly.

I hauled Kasso to his feet, and waved to Fex. Even on this backwater world, I could hear the sound of sirens. "Let's get to the spaceport, guys. I think we've worn out our welcome on this rock. Maybe the next place we end up, someone'll pay us for this kind of work."



CONFLICT ALONG THE EDGE

Some of the most beloved and memorable moments in the *Star Wars* saga are scenes of physical conflict and confrontation. Sizzling blaster bolts, flashing lightsabers, and exciting speeder chases—these scenes define *Star Wars* for many people. **EDGE OF THE EMPIRE** uses combat as one of several, equally-important story elements for this very reason. Conflict is often an integral part of the ongoing narrative told by players about their characters. After all, no matter how careful, how cunning, or how charming a Player Character is, some problems can only be solved from the barrel of a blaster.

DANGEROUS COVENANTS provides Game Masters and players in **EDGE OF THE EMPIRE** with the tools they need to create new and interesting Hired Gun characters and their adventures.

Chapter I: Armed and Dangerous provides three new playable species and three new specializations for players to use to modify existing Hired Gun characters and create new ones. Players can create cunning Weequay Demolitionists, thuggish Aqualish Enforcers, powerful Klatooinian Heavies, and much more. The chapter also details new Obligations and Motivations specifically tailored for Hired Gun characters, as well as two potent new Signature Abilities for high-level play.

Chapter II: Locked and Loaded contains a wide selection of new weapons, armor, mods, and vehicles that should prove incredibly useful to Hired Guns (and PCs in general). This list greatly expands the options for heavy weapons with new ordnance such as different missile types, new heavy repeating blasters, and more exotic weapons such as the flechette launcher. In addition, characters gain access to some deadly new melee weapons (such as the vicious vibroknucklers) and can travel into combat onboard the sleek Surrionian Conqueror starship or run their own private mercenary band from the bridge of a Starbolt Assault Carrier.

Chapter III: Action and Adventure delves into the themes of conflict and combat in **EDGE OF THE EMPIRE**. GMs can find useful information as to how to run combat encounters that are fun, exciting, and fast-paced, without getting bogged down or distracted. Likewise, GMs can learn the best way to seamlessly integrate combat into the ongoing narrative of the adventure.

Combat and conflict are key points of **EDGE OF THE EMPIRE**. This book helps players and GMs take this vital element and maximize its potential to create a truly memorable game.

COMBAT IN STAR WARS

Since the first sojourners left their planets and began to explore what lay beyond, the galaxy has known war. Strife is an inescapable aspect of the galaxy, and has been throughout recorded history. Sometimes this manifests itself as overt warfare, such as in the case of the ancient conflicts of Xim the Despot, the apocalyptic Sith Wars, or the recently-resolved Clone Wars. Even when the galaxy is at peace (as it had been during much of recent history), conflict does not disappear. Countless minor wars between individual planets (or factions on a single planet), hostile corporate takeovers, assassinations, pirate raids, criminal conflicts, turf wars, and any number of other conflicts constantly plague the galaxy. No matter where one goes, it's always possible to find someone, somewhere, who is looking for a fight. The Hired Gun is the character who gets paid to oblige them.

A GALAXY OF WAR

The earliest wars in the galaxy were fought between beings of unimaginable power. Today, scientists and researchers know only the barest details about those

known as the Celestials, the Sharu, the Killiks, the Columi, the Gree, and the conflicts between them. Some theorists speculate that a number of the stranger anomalies in the galaxy—such as the barrier of hyperspatial distortions isolating the Unknown Regions—might be a remnant of Celestial weaponry. If true, their technology would be powerful and terrible beyond imagining.

Later, the species known as the Rakata rose up against the Celestials and established their own Empire across the galaxy, enslaving the infant species of humans, Duros, and others. Not much more is known about them, except that they too were eventually overthrown by those they oppressed.

In these pre-Republic times, many generals and warlords rose and fell, only to be forgotten thousands of years later. Some have lived on through history, however. Xim the Despot conquered vast swathes of space to the galactic North of Hutt Space. The pirate warlord ruled thousands of worlds with an iron fist before challenging the Hutts. After years of bloody warfare, Boonta the Hutt defeated Xim's armies at the Third Battle of Vontor, a legendary event still spoken of to this day.

THE HUTT WARS

Nearly everyone knows the Hutts as huge, sluglike gangsters and criminal kingpins, ruling a significant portion of the galaxy through cunning and greed (and the strength of their numerous slave species) rather than force of arms. However, this was not always so.

Thousands upon thousands of years ago, the Hutts were a warrior race, issuing forth from their home worlds to pillage and conquer when the whim struck. Ancient records tell of the corpulent aliens clad in armor and wielding oversized weapons, or building spaceborn vessels that could hurl asteroids into planets.

However, at some point in the past, a cataclysm shattered several Hutt homeworlds. Though nobody knows for certain (and the Hutts discourage interest in this), most historians believe the Hutts devastated their planets while at war amongst themselves. In response, the Hutt clans formed a new philosophy—*ka-jidic*—that rejected open warfare in favor of subtle manipulation of others to gain power.

In modern times, of course, this means the Hutts have great demand for others to do their fighting for them. A Hired Gun can make a great deal of money in Hutt Space, as long as he recognizes that to a Hutt, any other alien is an expendable asset.

THE FOUNDING OF THE REPUBLIC

The Old Republic, like so many civilizations, had its start in war. Wars with the human civilizations in the Tion Cluster (and conflicts between the worlds of the Core that nominally made up the Republic) were the crucible that forged a galactic civilization. Even once the Republic coalesced into a full-fledged galactic state, it was not free from strife. The early leaders launched vast crusades that conquered much of the galaxy, and Coruscant and Alsakan fought numerous bloody wars over which world would serve as the Republic's capital. Only when Corellia defeated both of their fleets and forced peace did these conflicts end.

5,000 years before the Battle of Yavin, the Sith launched their invasion of the Republic, beginning the Great Hyperspace War. The Sith waged several wars against the Republic and its Jedi guardians over the next millennia, before the galaxy again knew peace.

THE CLONE WARS

A thousand years of peace ended with the beginning of the Clone Wars roughly twenty-five years ago.

A significant portion of the galaxy declared itself independent of the Republic. This Confederacy of Independent Systems constructed a gigantic army of droids, which the Republic countered with an equally large army of clone troopers. However, both sides still used regular troops in considerable numbers. In a war that spanned the entire galaxy, professional soldiers found themselves in great demand.

Hired Guns of all stripes had no trouble finding work during this time. Both sides were more than happy to hire anyone competent with a blaster or blade, even if that person had a dubious past. Plenty of criminals and malcontents found their way into the armies of the Republic or the Separatists. In addition, many untried young men and women learned the soldier's trade in the forge of the battlefield.

By the time the Clone Wars ended, the Republic and the Confederacy were both destroyed. In their place, the nascent Galactic Empire now ruled. The Republic's army, along with many local armies, found itself absorbed into the burgeoning Imperial war machine. Many soldiers suddenly found themselves conscripted into Imperial service. Even more people—especially non-humans—found themselves out of a job.

Interestingly, with the rise of the Galactic Empire, the mercenary business has seldom been better. On the one hand, the dominance of the Imperial military means that many planets and other organizations have severe limitations as to what local armed forces they can field. On the other hand, the ongoing rebellion against the Empire means the galaxy is again torn by war—and war is always good business for Hired Guns. Finally, the demand for competent mercenaries and soldiers of fortune has never decreased. Corporations, criminal organizations, and numerous other employers always have need of Hired Guns.

HIRED GUNS ACROSS THE GALAXY

The edge of the Empire is a dangerous place. Conflict and war are everywhere. The Galactic Empire and Rebel Alliance battle for strategic advantage on backwater worlds. Pirates prey upon the trade routes that serve as the vital lifeline between the Outer Rim and the Core. Kingpins and gangsters build criminal empires in the back alleys of a thousand worlds. Corporations and guilds pursue competitive advantage through subterfuge and force of arms. The political leaders of rival colonies and settlements wage private wars over scarce resources and personal grudges.

On many worlds of the Outer Rim, law is minimal when it exists at all, and justice is a commodity that is bought and sold. Might often makes right, and the capacity for violence is often a law unto itself. In this place, the Hired Gun comes into his own.



Hired Guns often pursue opportunities whose mission profiles most closely match their areas of specialization. Regardless of specialization, however, a certain amount of flexibility is necessary for a Hired Gun to maximize his chances of gainful employment. No job is exactly like any other, but they can be organized into several common types that are found throughout the Outer Rim.

SECURITY

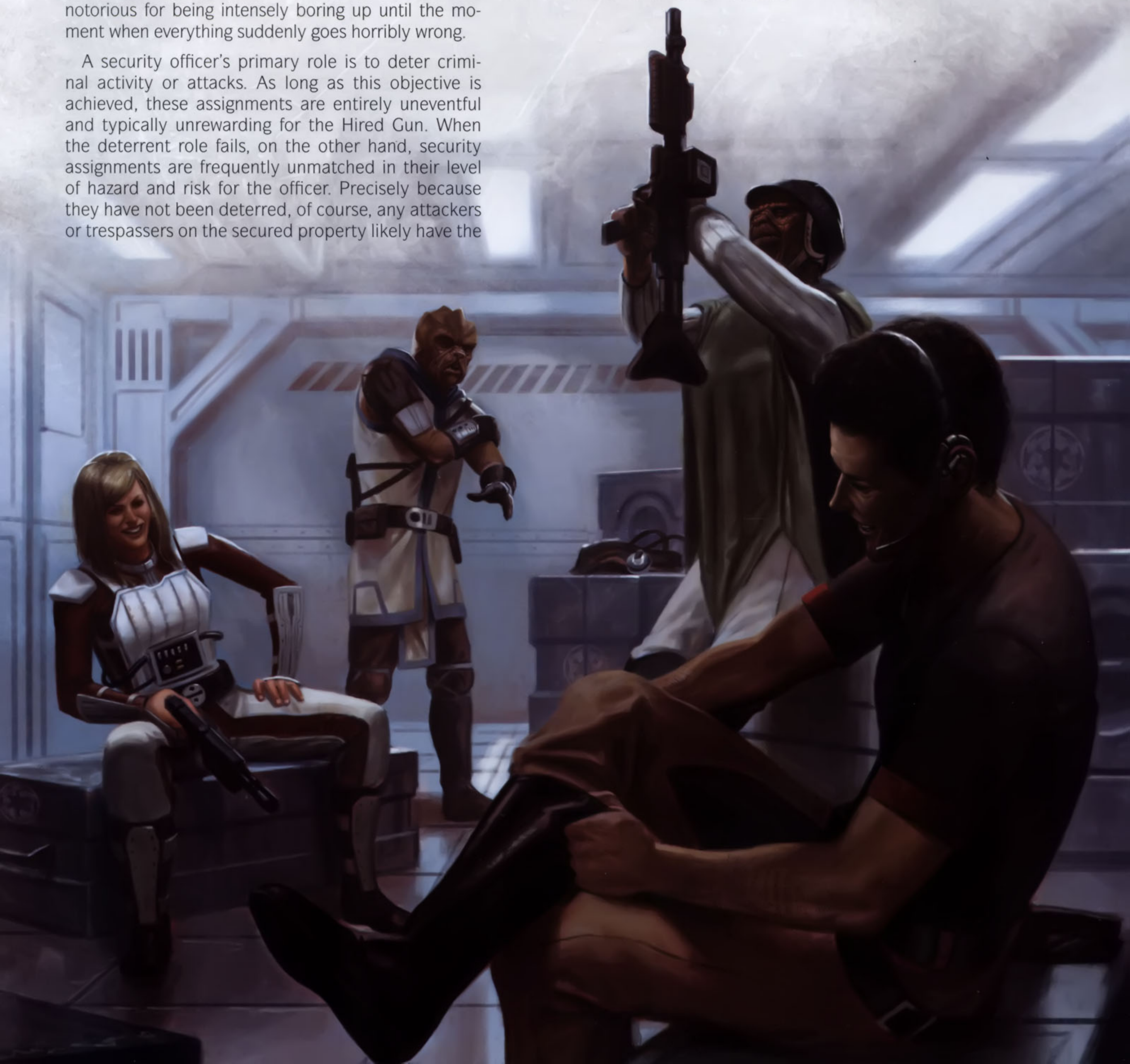
It's undoubtedly the least romantic mission type, but security is a job Hired Guns can rely on. Someone has something valuable, whether property, a person, or information, and he needs Hired Guns to protect it. Nearly every soldier for hire in the Outer Rim has taken a security assignment at some point, and these jobs are notorious for being intensely boring up until the moment when everything suddenly goes horribly wrong.

A security officer's primary role is to deter criminal activity or attacks. As long as this objective is achieved, these assignments are entirely uneventful and typically unrewarding for the Hired Gun. When the deterrent role fails, on the other hand, security assignments are frequently unmatched in their level of hazard and risk for the officer. Precisely because they have not been deterred, of course, any attackers or trespassers on the secured property likely have the

capability of defeating the security presence—otherwise, they would have been unlikely to attack. And because the primary objective is deterrence, rather than response or defense, the security officer is very likely to find himself with a shortage of firepower, organization, training, reinforcement, and other resources.

MUSCLE

Along with security, many Hired Guns in the Outer Rim find employment as private muscle. In the underworld, those who serve in this role are most often young and inexperienced or lacking the skills, reputation, and intellect required to command more advanced and challenging work. In many cases, they are little more than hired thugs and leg-breakers more suited to intimidation of the weak than to real combat.



There are, however, exceptions, and skilled enforcers are among the most valued and trusted lieutenants in the criminal organizations of the fringe. Like their low-level counterparts, enforcers are skilled at intimidation, but they back up their bravado with rigorously-honed fighting skills. Most importantly, they are capable problem-solvers who know how to evaluate a situation and carefully apply the right amount of threat or actual force. An enforcer projects his employer's power on the street, secures his interests, and expands his domain.

This elite class of enforcer is so capable and so familiar with the inner workings of the organization that many bosses were once enforcers themselves. As trusted lieu-

tenants, they are either the handpicked successors for retiring bosses, or the victors in gangland wars in which they replace their former masters through cunning and well-timed violence.

BODYGUARD

The wealthy and powerful usually have enemies, and they require personal protection and security as a result. The most common employers of personal security services are political leaders, corporate executives, wealthy private citizens, and crime lords whose business interests generally guarantee them an expansive roster of murderous rivals and enemies.

Bodyguard duty is often challenging because any attack is likely to be well-planned, perfectly timed, and coordinated to enjoy the initiative, while efforts to defend against such attacks must necessarily be reactive. Because the Hired Gun cannot possibly prepare for every eventuality, he must develop a tactical response or contingency plan in advance. He must ensure that both security personnel and the client are trained to execute it effectively in the event of an attack.

The key objective of any personal security detail is to protect the client. Every bodyguard understands that fulfilling this primary objective may require the Hired Gun to take a blade or blaster bolt that was meant for the client. For bodyguard missions, the safety of the client comes before neutralizing the attacker. In areas where law enforcement is present and responsive, the most effective action is often to assume a defensive posture and repel the attack until official security forces arrive on the scene.

RECOVERY

Recovery missions are the counterpart to security and bodyguard duty. Hired Guns who sign on for these actions are charged with retrieving some high-



value asset that has been abducted or stolen. Few Hired Guns are trained in the range of skills needed to locate missing people or property. Assignments that center on finding more than fighting are best suited to Bounty Hunters. However, when the package is located and it's time for a smash and grab, the Hired Gun's weapons skills and combat expertise are in high demand.

Many Hired Guns prefer recovery missions over security and bodyguard duties precisely because they have the initiative and can carefully plan the operation, while any opposition is forced to react in real-time. Of course, if the recovery operation is illicit or actions taken by Hired Guns in the execution of an otherwise legitimate operation are illegal, the merc can easily run afoul of local lawmen or even Imperial authorities.

MERCENARY

Mercenary jobs cover a broad range of actions in which Hired Guns are deployed into combat situations as part of a private military force. Likewise, a soldier-for-hire may find himself working many different specific combat missions in the course of a given mercenary job, including patrol, reconnaissance, logistics support, raids, strikes, and combat engagement to contest a specific objective. The weapons, training, and other resources the Hired Gun requires to execute these distinct missions vary widely as well.

Because of this enormous variability in mission profiles, perhaps the most important traits for a professional mercenary are flexibility and adaptability. The Hired Gun needs access to a wide range of weapons and the ability to use them effectively. He needs the ability to give orders and take orders, to lead and to follow. Unlike soldiers in noncommercial military organizations, a mercenary's rank and authority may change dramatically from one action to another. The mercenary requires the ability to maneuver and fight in a variety of terrains and environmental conditions, including the extremes of gravity and climate that characterize the combat zones of the Outer Rim.

Despite the importance of flexibility, the most sought-after mercenaries are specialists. Marketable areas of expertise include command, special operations, reconnaissance, logistics, demolitions, and

heavy weapons. Employers value such specialists in guerrilla conflicts and insurgencies where explosives and heavy weapons counter the enemy's advantages in numbers, firepower, and military equipment and vehicles. In addition to their combat role, demolitions and heavy weapons specialists often train local guerrillas and insurgents so that their roles can be sourced locally after the mercenaries' contracts expire.

ASSASSINATION

For some characters in the Outer Rim, particularly in the criminal underworld, murder is the preferred means of dealing with a rival. All kingpins and crime lords have thugs and enforcers on the payroll, but these minions typically lack the competence to assassinate a gangland rival. When only the best is sufficient, clients with sufficient funds call in an outside contractor.

While every successful assassination ends the same way, these assignments often have less to do with weapons training and combat experience than with patience and careful planning. It's a simple truism that any target important enough to merit a professional assassin is important enough to have his own security. As such, these missions require the contractor to evaluate the target's security, identify one or more vulnerabilities, and develop an effective plan to exploit it. If all of those things go well, the actual killing is almost an afterthought. A Hutt crime lord who remains holed up in his citadel surrounded by enforcers can be an exceptionally difficult target. The same Hutt may be far more easily dispatched when he travels to an important event on his repulsorsled.

It holds true for many of a Hired Gun's assignments, but for assassinations most of all: the greatest danger is often the client. The inescapable truth is that the client is the sort of person who pays for murder, and such people can rarely be trusted. Most clients prefer to keep their murder-for-hire schemes secret, as well, and only three parties must ultimately know the details of a successful assassination: the client, the target, and the assassin himself. The target is dead, and therefore presents little risk, but the basic principles of operational security often lead clients to view their erstwhile employees as loose ends. Indeed, the assassination of an assassin is not an uncommon contract for many Hired Guns.





ARMED AND DANGEROUS

"Never tell me the odds."

-Han Solo

The galaxy is a dangerous place—and this suits some residents just fine. From mercenary soldiers in the Outer Rim to ruthless thugs on the streets of Corellia, Hired Guns can be found in nearly every part of the galaxy. Some are motivated by greed, some by the will to survive, and some by a vicious love of combat. Regardless of their reasons, Hired Guns are by nature dangerous individuals.

Hazards and violence lurk from the darkest corners of the Outer Fringe to the deepest shadows of the Core worlds. Even those who hate violence understand this, and if they're smart, they take steps to protect themselves. Those unable to fight turn to those who can, and the sentients they turn to are known as Hired Guns.

Hired Guns are a crucial and iconic part of **EDGE OF THE EMPIRE**'s setting. On the fringes, life is cheap and violence comes easy. Brutality is found throughout the *Star Wars* galaxy, but whereas the stormtroopers of the Empire are professional career soldiers and the soldiers of the Rebel Alliance are dedicated to a cause, Hired Guns serve no higher power. Though they

might work for powerful individuals or groups, Hired Guns are ultimately beholden only to themselves. This gives them a leeway that professional soldiers do not have. Hired Guns do not have to follow orders and they choose the jobs they want to accept, at least most of the time.

Some Hired Guns work as part of a mercenary band or guild, in which case they have to worry about certain rules and restrictions. However, they still have considerably more freedom than someone in a professional military. Hired Guns fight their battles on the fringes, either on the outskirts of society and in the criminal underworld, or on the near-lawless worlds of the Outer Rim. Hired Guns are the soldiers of the **EDGE OF THE EMPIRE**. While the Rebels and Empire clash over higher ideals and the fate of worlds, Hired Guns fight for the credits they need to survive. This is not to say that Hired Guns are not as skilled or dangerous as enlisted soldiers. Many Hired Guns come from a military background and have years of military training and experience, while others possess the killer instincts that only a life of violence can breed.

A DANGEROUS GALAXY

Chapter I: Armed and Dangerous offers a number of different options for players making characters for **EDGE OF THE EMPIRE**. The three new species available to players at character creation, Weequays, Klatooinians, and Aqualish, are naturally suited to the violent work of Hired Guns, but can succeed in any career. These three species all have a well-known association with tumultuous and mercenary lifestyles, as illustrated by Weequay and Klatooinian guards in service to the Hutts, or Aqualish Enforcers serving numerous criminal cartels and interests. Of course, there are always exceptions to these reputations, and these species can be used to make any number of character archetypes.

This chapter also presents a wealth of options and advice for players and GMs regarding the creation and advancement of Hired Gun characters. In addition to expanded backgrounds and Obligations for Hired Gun characters, this chapter's three new, iconic species—the Aqualish, Klatooinian, and Weequay—are well-suited to the Hired Gun career due to their physical attributes and the harsh cultures of their homeworlds. **Chapter I** also presents three new Hired Gun specializations. The Demolitionist is a pyrotechnically-obsessed character with a penchant for high explosives. A Heavy deals out ferocious damage at range with unparalleled specialization in heavy weap-

ons. Enforcers favor intimidation to achieve their results, but are perfectly able to back up their threats with violence.

Finally, two Hired Gun signature ability trees add powerful new abilities for any Hired Gun character. Each advance taken on the tree improves the effectiveness of the already-powerful signature ability. For a peerless and professional killer, Last One Standing allows a Player Character to instantly eliminate all enemy minions in an encounter, whether through daring acrobatics, a ferocious frenzy, or calm and collected marksmanship. For players who want their characters to be unstoppable killing machines, Unmatched Protection allows a PC to temporarily reduce or even ignore the damage from one hit each round for a limited period of time—long enough to outlive his enemies.

Keep in mind that Chapter I of **DANGEROUS COVENANTS** contains a number of new options for characters of all types. While the following material focuses on the Hired Gun career, the very flexible nature of character creation and development in **EDGE OF THE EMPIRE** allows players to make use of these new Specializations regardless of their character's Career. A ruthless Colonist involved in organized crime might take the Enforcer Specialization, or a Technician with a penchant for explosives might become a Demolitionist.

HIRED GUN BACKGROUNDS

Hired Guns come from a wide variety of backgrounds. From the valiant soldier fallen from grace to the petty criminal seeking to expand his horizons, beings willing to pull a trigger for a few credits are everywhere. The galaxy is vast, and only the imagination limits the paths that might lead a character to the fringe and beyond. Many begin their careers as honorable members of an organized military force or found their lives shaped by circumstances beyond their control. However, countless more follow the path of least resistance to a morally ambiguous career.

The roads that lead to the Hired Gun career are not always straight and narrow. Quite often a being with admirable goals or career aspirations finds himself setting aside his ideals and ambitions in exchange for a ready income, offering up his blaster to the highest bidder. Many more come of age in a culture of violence and chaos, turning to what they know best to make their way in the galaxy.

One thing to keep in mind when generating a character with the Hired Gun career, or any other career

for that matter, is that no character should be two-dimensional. Despite the fact that a being makes his living wielding a blaster for credits, many motivations might have driven him to such a life. Even the most brutal of characters can have interests and ambitions beyond his ruthless career, and this can be reflected in his chosen background.

During character creation, players should spend some time thinking about how their characters got to the starting point in their campaigns. Everyone comes from somewhere, and a being that ends up carrying a blaster for someone else might well have an origin story more interesting and convoluted than most. The following are various concepts for the background history of a Hired Gun in **EDGE OF THE EMPIRE**. These are meant to be starting points for character creation, and only represent a small fraction of the myriad possibilities. In order to create layered, three-dimensional characters, players might seek to shape their choices in skills, equipment, and Obligations based upon a background narrative.

YESTERDAY'S HERO

Once this character was the man of the hour, toasted in every shadowport from Kothlis to Nar Shaddaa. However, everything in this life passes in time, and whether through the machinations of a political enemy, the natural ebb and flow of popularity, or a legitimate mistake or miscalculation, the character has now fallen from grace. Where he once commanded legions, now he only commands the blaster at his hip. Where once he had limitless resources, now he scrounges for credits, his days of glory a distant and probably bitter memory. Regaining his former success might be his overriding goal, but it is just as possible that the character has given up on himself and simply wishes to avoid any reminders of his past.

By his very nature, a **Bodyguard** is someone who works to be unobtrusive. Blending into the background is a useful job skill, and generally everyone's attention is focused on the person the Bodyguard is guarding. However, a Bodyguard could benefit from the fame and fortune of his client. If protecting a holo-vid star or other galactic celebrity, the Bodyguard might tangentially benefit from the lifestyle of the rich and famous. When that job ended or if the client suddenly fell from fame, the Bodyguard might have a hard time adjusting to life without the comforts provided to the rich and famous.

Marauders can be anyone who likes to do their fighting up close, and one such person is a gladiatorial combatant. An arena fighter known and lauded for his combat ability might grow older, slower, and eventually be overshadowed by his younger, stronger rivals. Dreaming of the halcyon days of his youth, the character might turn to mercenary work as the only means to keep himself in the life to which he is accustomed.

Mercenary Soldiers fit this background very well. Many such characters started life as soldiers, fighting for a single cause or government. However, even a heroic and successful soldier can fall from grace. Perhaps the wars he fought ended and the character was unable

to live in peace, or perhaps he fought with his superiors over their foolish decisions and was forced to leave.

Enforcers are likely to have found fame and fortune in the ranks of the criminal underworld, and in that dangerous culture, could lose it just as easily. A few botched jobs could see an Enforcer forced to retire, with nothing to fall back on but his strength and experience. However, an Enforcer would know better than anyone else how mercurial the criminal underworld is, and that given the chance, he could catapult right back to the top.

Like Enforcers, **Demolitionists** are most likely to earn notoriety through criminal enterprise. A skilled explosives expert is invaluable in many heists, and can quickly become infamous throughout the galaxy. However, the volatile nature of the profession means a botched job can go catastrophically wrong. After one spectacular failure, a Demolitionist's fame can just as quickly turn to derision.

Heavies have a very specific skill set, so it's what they put their skill set toward that made them heroes. A Heavy who used to be famous might have been a war hero, perhaps honored for a single heroic act such as holding a battle line against hordes of enemies or destroying an enemy walker with a single well-placed shot. However, beyond his skill or luck on the field of battle, the Heavy had nothing else that made him heroic, and might have possessed vices or personality flaws that made him a poor hero in the public eye. Quickly cast down from the pedestal, the character could be understandably bitter at the unexpected whims that saw him rise and fall.

EX-MILITARY

The galaxy is full of armies, from the numerous planetary defense forces to the awesome might of the Imperial Military. Countless millions of sentients fight in the ranks of these forces, but countless more have served their time and left the military. While some manage the transition back to civilian life, many former soldiers find that their most marketable skill is their fighting ability. For them, mercenary work or even criminal enterprise is a lucrative (if dangerous) career choice.

A **Bodyguard** who formerly served in the military is less likely to have received formal training in protecting a client, and more likely to be adapting his combat training to his new job. A former soldier turned Bodyguard is likely to believe that the best defense is overwhelming firepower, which can lead to some awkward situations in a civilized setting. However, a Bodyguard can bring the discipline, loyalty, and dedication of his military career into his new job, all of which are traits that make him suited to protect another.



A **Marauder** might be a former assault specialist whose lust for battle and violence was never sated in war. His bloodthirsty nature and love for combat mean he's turned to working as a Hired Gun not for the money, but because he knows that if he doesn't indulge his bloodlust, he could be a danger to himself or others in civilian life.

Many **Mercenary Soldiers** are ex-military, and as their name implies, they more than any other Hired Gun bring their training as soldiers with them to their new career. Their ability to follow and give orders, their skill with firearms, and their innate discipline make them natural leaders and commanders in a band of miscreants and soldiers of fortune.

A former intelligence operative or psychological operations specialist could become an interesting and unique **Enforcer**. Although Enforcers might usually be portrayed as brutal and tough, a specialist in interrogation, psychological warfare, and coercion via mind games and mental prowess could make an exceptionally effective Enforcer.

A **Demolitionist** could have started his career in the military as a saboteur or other covert operative. Unfortunately, skill with high explosives has a limited number of civilian applications, so it would not be surprising that a Demolitionist would turn to mercenary or even criminal work. These are some of the few areas where his unique skills are marketable.

Many **Heavies** who started life in a military force did so as gunnery specialists for artillery or walkers, or with crew-served weapons such as heavy blasters. However, a Heavy could have just as easily been a gunner on a warship. Turbolasers and proton torpedoes are very different from shoulder-mounted missile launchers or flechette launchers, but for some, the thrill of firing the big guns is the same. In addition, there are some basic similarities between using one weapon and another, so the transition from Navy officer to Heavy is very possible.

THE AVENGER

Some say a man who seeks vengeance should dig two graves: one for his target, and one for himself. However, these words never seem to reach the beings who need to hear it the most. Following the one that wronged him, this character is in pursuit of righteous vengeance, leaving everything else he knew and loved behind. He lives a life of quiet desperation, planning his revenge and stalking his prey. The character does what he has to do to survive until he delivers retribution. He is proud to wield a blaster for any employer, especially if that gets him closer to his goal.

Characters with this backstory should consider choosing their Obligation (with GM approval) instead of rolling randomly, so that it aligns with their background. Alternatively, they can tie their Motivation into their background instead.

Bodyguards with this background could be seeking vengeance after a client was killed or kidnapped under their watch. Not only would this leave a Bodyguard with the shame of failure, but he might have been injured or even left for dead during the operation. Now, he must discover which of his client's enemies could have executed the plan to track them down and deliver justice.

A **Marauder** who is a pirate or raider by profession could have been captain of a small band of corsairs, only to be betrayed by his crewmates. Marooned on a backwater world, he managed to find his way off the planet and back into the larger galaxy. Payback against his treacherous shipmates is high on his agenda.

The galaxy is full of stories of soldiers betrayed by their superiors and left to die on some nameless battlefield. That betrayal might be why the **Mercenary Soldier** became a mercenary in the first place. In his new role, he has the motive and the weaponry to enact revenge on those who betrayed him.

Enforcers might have this backstory because they are attempting to avenge an embarrassing slight on their reputation. For an Enforcer, reputation is central to maintaining an intimidating demeanor. An opponent who mocks or humiliates him can collapse this reputation and leave him worthless as an Enforcer. His only chance at salvaging his stature is to utterly crush his opponent, demonstrating the folly of crossing him.

For a **Demolitionist** or a **Heavy**, what sets the character on the course for vengeance could be infinitely varied, but how he plans to deliver reprisal might tie directly into his



particular set of skills. If the goal is simply to avenge himself through killing, this should not be too difficult. However, if the character decides that death is too easy for a hated foe, he'll have to think creatively as to how to use his particular skills when fulfilling the vendetta.

SCION OF A LEGACY

One of the most powerful motivations in a character's life can be his parents or other mentors. Many children follow in the footsteps of their fathers or mothers, even if they only do so because that is what is expected of them. However, living up to the reputation of an elder can be difficult even when that is what the character desires most. At some point the character's own life, personality, and morality might come in conflict with the reputation of his forebears, and he must change himself or break with the past.

A **Bodyguard's** parent or mentor might be famous for offering up the ultimate sacrifice in the course of his duty. Dying while protecting a client could make one a hero and martyr both, but it creates a legacy that's impossible to live up to. The character might be making his way in the galaxy knowing that he wants to live up to his parent's legacy, but also knowing that the only way he can do it is through death.

A **Marauder** who is the scion of a famous pirate could be in the unenviable position of not wanting to follow his parent's footsteps at all. Mercenary work might be a compromise the character comes to because it utilizes some of the skills he learned as a child, but better fits his moral code than outright criminal activity.

A **Mercenary Soldier** could be in the same position as the Marauder, but reversed. His parent could have been a renowned soldier, even a war hero. However, when he joined the military, the character found that he was ill-fit for the soldier's life. For his own reasons, he turned to mercenary work and became a Hired Gun. Although he uses the skills he learned as a soldier, he must come to terms with the disappointment of his parent (and possibly his own guilt as well).

An **Enforcer** could have followed a parent into a life of criminal enterprise. Generally, the role of Enforcer is fairly low in the criminal hierarchy. Therefore, if the parent was a highly placed criminal, the character might see his job as a starting level position. Working as an Enforcer could merely be the first step in a meteoric rise to the top of a criminal empire.

Due to the singular focus of their specializations, both the **Demolitionist** and the **Heavy** could just have likely gone into their singular lines of work in spite of their parents, instead of because of them. Both characters could have had parents who had reached the heights of a chosen line of work (just about any line

of work would be appropriate in this case), but found their talents and interests did not follow their parents' path at all. Now they work towards something completely different, but still hope to match their parents' fame and renown, even if they can't duplicate it.

PEACE TURNED TO WAR

While many Hired Guns get their start in some sort of violent enterprise, not all mercenaries or marauders begin their lives as warriors. Some spent a great deal of their lives in an honest career or some other peaceful labor, before some pivotal event set them on the path to become the hardened veteran they are today. Whatever that event was, the character's personality is still defined by the work he did beforehand.

Before becoming a **Bodyguard**, a character might have started his life as a teacher or mentor. As teachers are often put in charge of the wellbeing and instruction of individuals, they frequently become caring and protective. That caring and instructive nature might carry over into a character's new career as a Bodyguard, and color how he interacts with his clients or colleagues, especially if they are young or inexperienced.

A **Marauder** could have started life as a shockboxer or other competitive athlete. His athletic prowess would translate well into hand-to-hand combat. However, his prior experiences as an athlete could affect his preferred fighting style and approach to combat. For example, the character might prefer fighting with his bare fists instead of any number of more advanced weapons, or he might avoid killing his opponents in favor of incapacitation. A competitive attitude could lead him to start unnecessary fights just to test his skills and "keep in practice."

A **Mercenary Soldier's** twin attributes in leadership and ranged weaponry could have been cultivated as a sheriff or other elected peace officer on some frontier world. Such a job might leave the character with a lasting air of authority that defines his actions long after losing the badge. In addition, a former sheriff might keep a sense of right and wrong even when he's working morally ambiguous jobs as a mercenary or criminal.

An **Enforcer** might have started out as a union organizer or political agitator before circumstances led him into criminal enterprise. Having to convince and speak to large groups of people could make him unusually charismatic for an Enforcer, able to rely on persuasion instead of intimidation. However, if the caricature of a thuggish union organizer or violence-prone agitator could have applied to the character, there might be a more straight-forward link between his old life and his new one.

A unique background for a **Demolitionist** might be an architect. This character could have spent years designing buildings and other structures. Then, when

events conspired to force him into a life on the fringe, he could have turned to demolitions, relying on his peerless knowledge of the best way to destroy what he'd spent a lifetime creating.

A **Heavy** might have gotten his start as a construction worker or miner. Although neither job offers training in high-powered weaponry, both require durability and raw physical strength. These attributes are also key for the Heavy, and a former miner might bring a friendly, blue-collar attitude from his former job to his new life (as opposed to the serious and grim demeanor of a professional soldier).

HIRED GUN OBLIGATIONS

The life of a Hired Gun is not an easy one. They are often seen—sometimes rightly—as inhabiting the bottom of the contracted violence food-chain; unskilled thugs who are beneath the likes of bonded bounty hunters or contracted assassins. Hired Guns fight the perception of their inferiority as well as the myriad obligations and responsibilities that have hounded them throughout

their lives. Every contract carries with it the survivors of the slain, the burden of resupply and advancement, and the phantoms of former enemies, debts, and past transgressions waiting in the shadows.

The paths that lead a warrior to the Hired Gun career are often convoluted. Quite often, beings who began with very different goals or career aspirations find themselves offering their services for a few credits, fighting others' battles. Even the most successful Hired Gun has someone in his past waiting to exact a price from his success, whether it be in credits, favors, or blood.

Obligations help to define a character and his background; they can also rear their ugly heads during the campaign. The dark elements of the criminal underworld rise up to make themselves known in the characters' lives, causing stress at the very least, and possibly interfering in the efforts of the group. Do not forget that characters can take on additional Obligation for extra mechanical benefits in the game, but this also makes it more likely the characters feel their Obligations' effects.

Players may replace **Table 2–1** in the **EDGE OF THE EMPIRE** Core Rulebook with **Table 1–1: Hired Gun Obligations**. Players may choose to roll randomly on the table or select an Obligation based on their backgrounds. Each character starts play with a value of Obligation based on the size of the character's group and whether or not the character takes on additional Obligation to gain access to extra starting XP or starting credits for gear.

THE BENEFIT OF DETAIL

During character generation, players benefit greatly from taking extra time to flesh out the details of their Obligations with their GM. An Obligation provides insight into a character's motivations and a framework for his selection of skills, talents, and equipment. However, a well-developed Obligation can also provide many adventure seeds for the character's group as they venture out into the wider galaxy. Details such as to whom a character owes a favor or what shameful deed darkens his past can add a great deal of flavor to an adventure, whether or not the Obligation is triggered.



TABLE 1-1: HIRED GUN OBLIGATIONS

d100 roll	Obligation Type
01-08	Bounty: This is a twist on the standard bounty Obligation. Somewhere in the galaxy is a target that the Hired Gun failed to kill, and he is still out there, victimizing the innocent or bragging about his survival. The character must deal with this being, whether because the escaped target may be a danger to him, or that he feels obligated to bring in the one that got away.
09-16	Dutybound: The Hired Gun was once saved from certain death, or an unfulfilled contract, by someone he would never have expected to aid him. He knows that debt is due someday and he's going to have to save someone in turn. This focuses the Dutybound Obligation on the Hired Gun's stock-in-trade: fighting and killing.
17-24	Responsibility: Some say (with good reason) that Hired Guns should not make friends. A personal relation of the character is another Hired Gun or similar career, and not a very good one. The character helped him once, and he is out there in the wider galaxy fumbling around, causing trouble for himself and others. Because of that one act of kindness, he might call upon the character to help him at any time.
25-32	Favor: Favors are often an obligation in a Hired Gun's past. Many start their careers with either a mentor or a sponsor, and owe that person for their support. In the case of the mentor, the Hired Gun might be more than willing to repay past support with a favor now that he's made it in the galaxy. Other sponsors, however, might have been less altruistic about supporting the Hired Gun's career. The favors they call in could be something the Hired Gun finds unsavory or even morally wrong.
33-40	Family: The character has struggled out of the slime pits at the very bottom of galactic society with an almost pathological frenzy to escape everything from his past. And yet, some residual family obligation still remains. Maybe it is a younger brother or sister, or maybe a parent or close friend, but someone still cares for the Hired Gun, and he still cares for that person, no matter how much he wishes he did not. If some enemy or creditor were to discover these ties, they could easily be used against the character, and fear of this is a constant worry.
41-48	Adrenaline Rush: The character is addicted to the rush of adrenaline he gets from battle. It was this character flaw that cost him his position at the upper levels of society. Now he must feed the addiction or the results turn ugly indeed. The character cannot back down from a fight of any kind, and often goes in search of conflict when things get too tame for his tastes. Should the character go an entire session without combat of some kind, the GM may add a penalty of ■ to any skill checks in the next session (or until the character gets a chance to fight).
49-56	Debt: Maintaining equipment, staying current with technology, and keeping weapons charged or fully loaded is not easy. Without these things, the Hired Gun has no hope of employment. The character found himself grounded without sufficient funds to prepare for a job and had to borrow money from an underworld figure. That outstanding debt now chases him from job to job. As the PC is unable to pay in credits, the debtor demands services as payment, often at the most inopportune times. The Hired Gun can reduce this Obligation by performing services for his debtor, but at the GM's discretion can also increase his Obligation for money (never more than once per session, and for a few thousand credits per point of Obligation increase).
57-64	Collateral Accountability: In the pursuit of a past contract, the character was careless. He accidentally destroyed the prized possession of some major underground figure or killed someone important to that person. Now the figure holds it over the character's head. Ambiguous threats and demands for repayment have become near-constants in this character's life, as the underground figure refuses to let him forget his responsibility. He has a financial blood price or other compensation he could pay, but it is astronomical. Until it is paid off, however, the guilt and fear are ever-present. If this Obligation is triggered, the character can suffer ■ to some or all skill checks during the session (at the GM's discretion) due to this burden on his nerves.
65-72	A Score to Settle: The character has always been rough-and-tumble, but somewhere along the way someone wronged him, and he never forgets a debt, real or imagined. This could be as simple as someone promising him backup who then disappeared or someone bad-mouthing him in front of a prospective client. Now, the character is always looking for ways to even the score.
73-80	Betrayal: The character comes from a culture where military service is seen as a righteous calling, and is only pursued for noble ends. The people who trained him do not look fondly upon his mercenary career path. Efforts to correct this might range from representatives trying to convince him to stop to assassins sent to end his sully their name once and for all. Here, the Hired Gun has committed the perceived betrayal, and since his career choice is what's at stake, squaring this Obligation can prove very tricky.
81-88	Oath: The oath a Hired Gun makes is likely something to do with a mission he must complete or his own code of honor. He might have sworn to finish some violent and incredibly risky undertaking, or he could have promised to uphold a set of rules of conduct in warfare that are hard to follow.
89-96	The Price of a Name: The character claimed to be someone else, taking credit for his accomplishments in a past negotiation in the hopes of a higher payday. The wronged party, either the person impersonated or the hiring party, is now angry. This enemy might respond by chasing down the character, spreading news of the duplicity, or demanding restitution to his reputation or his credit account.
97-00	Roll twice on this chart. Starting Obligation is split into two different origins. This does not increase the Obligation's magnitude. Divide the starting Obligation into two equal parts, each with a different type.

THE RIGHT BEING FOR THE JOB

So, old Kenz at the bar tells me you're in the market for some violence, eh? Well, you came to the right place. I can introduce you to whatever kind of "aggressively gifted" individuals you'd care to find. Dependent, of course, upon the weight of your credits and the complexity of your job.

If you're looking for someone to blow something up in a spectacular way, find someone to lay the charges with enough smarts and you're more than likely to walk away from the whole affair with your hide all in one piece. I've got some Klatooinian demolitionists on contract who guarantee destruction in one blast. Of course, that kind of expertise don't come cheap, now does it?

You looking to scare someone? Show them who's boss; maybe break a leg or some other moderately useful appendage? I can steer you towards an Aqualish or two that were born for that kind of work. These two aren't too sharp on the uptick, but you want them to rough someone up? They're aces at it. And cheap too; you play your cards right, you just might be able to pay them in fish.

However, if you're looking for a contractor able to work on his own, get in, perpetrate some violence, and get back to you again? I know a Weequay you can't go wrong with. He's the most enterprising marauder this side of Corellia. He don't talk much, but he don't have to, eh? You know Weequay, they're strong, they're tough, and they're wily.

So, what'll it be, friend? Your options are almost endless. However, if you know what's good for you, you'll do a bit of thinking and make the right choice now. They're all my friends, they're good at their jobs, but they've all got strengths and weaknesses. You make a good call now, you get your job done, you pay once, and you go on with your life. Better than paying for it later, you know?

NEW SPECIES

The galaxy contains an endless variety of sentients, from the droids toiling ceaselessly through every level of society to the human Moffs and governors who like to think they rule every aspect of life across the galaxy. Innumerable species call the galaxy home, and all of them exhibit their own strengths and weaknesses as they strike out into the wider cosmos to make their mark. Fairly or not, some species tend to be known for a propensity towards violence. This is more often than not due to outright bias and discrimination. However, such views, even if untrue, can force members of these species into mercenary work simply because nobody hires them for any other job. Among the species likely to put themselves forth as blasters-for-hire are the Weequays, Klatooinians, and the Aqualish.

This section expands a player's options when choosing his species by allowing him to select from the Weequay, Klatooinians, and Aqualish when building his character. These three species have initial characteristic ratings and special abilities that make them well-suited to becoming Hired Gun characters.

This does not mean, however, that players should feel constrained to limit these species to the Hired Gun

career option. It is quite reasonable that any being of a given species, with the right background and abilities, could find himself in any of the career options open to sentients in the galaxy. Weequay have served as Jedi in the Old Republic, and many can be found working as pilots, diplomats, and administrators. Many Klatooinians have risen to prominence in a variety of occupations, including mechanics, technicians, and scholars and researchers. Even the Aqualish (whose reputation for violence is probably the best deserved) have their share of doctors, diplomats, and explorers.

The important thing to keep in mind is that these species open a whole new array of role-playing challenges and opportunities for players. A player might choose to create a sardonic Weequay marauder quick with a cutting remark or a well-placed blaster shot, a zealous Klatooinian demolitionist eager to strike a blow for freedom, or a quarrelsome Aqualish enforcer impatient for an excuse to break some bones and have a great deal of fun. However, a player could just as easily create a cryptic Weequay survivalist, a complicated Klatooinian scholar, or a devious Aqualish scoundrel and be equally entertained.

AQUALISH UNLEASHED

In the earliest days of the Republic, the planet Ando was being ravaged by a vicious war among the Aqualish races. This war threatened to destroy the planet's fragile ecosystems. Without outside interference, Ando and everything on it would be doomed.

In the midst of this apocalyptic struggle, a spaceship descended from the heavens. Legends are unclear as to the identity of these newcomers. Some say they were Corellian merchants, others say Duro colonists. What is abundantly clear, however, is that they were sadly unprepared for what awaited them on the planet below.

In a spasm of fear and aggression, the Aqualish banded together and fell upon the spaceship and its occupants, slaughtering them all mercilessly. Representatives of the three sub-species gathered at

the site of the massacre in the bloody aftermath and looked upon the undamaged spaceship. After a hasty truce, the Aqualish began studying the vehicle, learning its systems, and reverse-engineering them. It was not long before this bellicose species possessed hyperdrive technology of its own.

The first stop for the Aqualish was a nearby planet, which they systematically stripped and rendered uninhabitable. From there, the Aqualish travelled into the wider galaxy where they eventually encountered the Republic, firing upon their ships without warning. Fortunately for the galaxy, however, the Republic ships proved more than a match for the Aqualish. After a short and one-sided war, the Republic disarmed Ando and all of its hyper-space-capable vessels, forcing it to submit to Republic oversight and guidance.

AQUALISH

The Aqualish are a triad of semi-aquatic sub-species evolved from aquatic mammals on the planet Ando. Considered one of the most aggressive and contentious species in the galaxy, the Aqualish have found themselves at the center of galactic division and discord since their first contact with other species.

The three sub-species diverged in their evolution thousands of years ago, resulting in three related races sharing the single water planet. All three sub-species appear similar, featuring two enormous downward-thrusting tusks, a skin color ranging from green to blue, and fringes of wiry hair along their jawlines and the backs of their heads. However, there are also considerable differences that figure prominently in how each sub-species is perceived offworld.

The Aquala, or "finned Aqualish," form the majority on their homeworld and are the least adapted to life outside of their home oceans. They still possess fins rather than hands with prehensile fingers. The Ulaaq have evolved five-fingered hands, but are the only sub-species that retained a second set of eyes, the better to see within the darkness of deep caves and dark forests, their chosen habitats. The Quara are the most humanoid in appearance, having five-fingered hands and only two eyes.

All three varieties of Aqualish are violent and warlike, quick to take offense and slow to forgive the slightest insult. The history of the Aqualish is rife with wars and conflicts, from early struggles amongst themselves to their legendary first contact with an alien species.

Physiology: Each of the three sub-species of the Aqualish stands roughly a meter and a half tall. All three possess bulky bodies, with the Aquala's being

further distended with a healthy layer of insulating fat. However, most Aquala spend their entire lives on Ando, seldom if ever leaving their homeworld.

Both the Ulaaq and the Quara are far more likely to be seen off-world, since their hands are better suited to using the technology of other species. The Quara have a reputation for being thugs and criminals, while most of the Ulaaq have moved offworld to avoid persecution by the Aquala.

The facial features of all three Aqualish sub-species combine elements of arachnid and aquatic mammal evolution. The placement of their tusks is often reminiscent to most sentients of the mandibles of a giant spider, aggravated by the thick fringe of wiry brown or black hair and their black, pupil-less eyes. The skin's rubbery consistency and rough texture, meanwhile, recall the hides of a variety of aquatic mammals. Because of the close placement of their two sets of eyes, the Ulaaq are the most arachnid in appearance.

Society: The three sub-species of the Aqualish have a long history of antagonism towards each other. Once they secured hyperdrive technology, combat amongst them nearly ceased as they extended their violent tendencies to their galactic neighbors.

The Aquala are by far the most numerous of the sub-species on Ando. The Quara are the least numerous and most aggressive. In fact, more Quara live elsewhere in the galaxy than on their homeworld. The Aquala blame the Quara for the Aqualish's galactic reputation as thugs and persecute them mercilessly, contributing to the cycle of Quara emigration.

All Aqualish culture is centered on belligerence and strength, and violent physical confrontations are common in almost all forms of interaction. Because of this focus on brutality and conflict, the subtlety and

restraint required in negotiation are not among their most common attributes, making it hard for any outsider to interact with them diplomatically.

The Aqualish are not adept at designing and developing technology and instead tend to slap together bits and pieces of other species' equipment in a less-than-efficient manner. Because of this, the Aqualish are often seen as scavengers, adding to their unsavory reputation throughout the galaxy.

Due to their innate aggression, most individuals from all three Aqualish sub-species are natural bullies, tending to challenge any new acquaintance with confrontational behavior meant to test their strength and resolve. Any perceived weakness is met with continued persecution.

Homeworld: The Aqualish sub-species hail from the aquatic world Ando, located in the Lambda sector in the galactic south-east along the Corellian Run. The planet is almost entirely covered in oceans, with what little dry land there is given over to swamps, rain forests, and rocky projections featuring deep, wet caves. These small land masses are generally shrouded in steam and fog all year long.

Ando's capital city, Quantill City, mirrors the division of the planet and indeed the species as a whole. The city is divided into Aquala and Quara districts, while the Ualaq are nearly unrepresented. Quantill City is home to the planet's primary spaceport as well as the Imperial legation.

Language: All three Aqualish sub-species speak similar dialects of the language that scholars know simply as Aqualish. However, it is nearly impossible for other sentients to speak this language due to the Aqualish's massive tusks, and thus most off-world Aqualish are fluent in Galactic Basic as well.

Due to the construction of Aqualish vocal cords and the limitations imposed by their over-hanging tusks, it is impossible for Aqualish to speak in Basic without it sounding abrasive and harsh. This only serves to further the perception of the Aqualish as brutish louts.

Life on the Fringe: Because of their belligerent nature, most Aqualish who venture offworld gravitate towards occupations where violence and antisocial tendencies are considered strengths rather than flaws. Having been bullies all their lives, they transition easily into a life of criminal viciousness. Most have either been forced to leave Ando against their will or fled the persecution by the other sub-species, and as such are disinclined to see the galaxy in a positive light.

Members of the Quara sub-species are most common on the fringe, and travelers frequently encounter them working as bounty hunters or hired guns. Their lack of interpersonal communication skills means that few rise to positions of authority in wider organizations. Those who do, however, are brutally resourceful and ruthlessly efficient.



- **Wounds Threshold:** 11 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** All Aqualish are capable of breathing underwater. In addition, they begin the game with one rank in Brawl. Characters cannot train Brawl above rank 2 during character creation.
- **Sub-Species Options:** A player choosing to play an Aqualish character must choose one of the following sub-species. No matter which sub-species is chosen, no skills may be trained above rank 2 during character creation.
 - **Aquala:** Aquala begin the game with one rank in Resilience. Furthermore, Aquala may remove ■ imposed due to any cold or wet conditions.
 - **Ualaq:** Ualaq begin the game with one rank in Survival or one rank in Perception. Furthermore, Ualaq may remove ■ imposed due to dark conditions, but suffer ■ to Perception checks in brightly lit environments.
 - **Quara:** Quara begin the game with one rank in Athletics or one rank in Coercion. Furthermore, Quara may remove ■ when attempting to track anything through a natural environment.

KLATOONIAN

Klatooonians are heavily built humanoids, roughly the height of the average human, descended from canine ancestors on the planet Klatooine. Renowned for their loyalty and devotion, Klatooonians have lived under contracted servitude to the Hutts for more than 25,000 years. First recruited to help defeat Xim the Despot, a galactic overlord vying for control with the Hutts, the Klatooonians signed a "temporary" pact of servitude that is still considered valid by both the Klatooonians and the Hutts today.

Understanding the Klatooonians' fixation with time is essential in order to understand the deeper underpinnings of their culture. Most of their mythology revolves around all-powerful patron-beings known as the Ancients. Tenacity and perseverance are among their most prized cultural traits, and they particularly revere elders of any race. When the Hutts first approached the Klatooonians with a request for assistance against Xim, many on the planet Klatooine came to believe that the Hutts were the Ancients, and that signing a pact of servitude to them was tantamount to agreeing to serve the gods.



Aqualish

Klatooinian

Weequay

The Hutts have dominated Klatooinian culture ever since, with the full blessings of most of the species. A Council of Elders determines Klatooinian affairs, but all offworld relations are in the hands of the Hutts. Klatooinian education is also completely under Hutt control. This has nearly eradicated all early Klatooinian culture and language. As civil war spreads through the Empire, however, some Klatooinians find the courage to break away from the Hutts and strike out on their own.

Physiology: With thick-set humanoid bodies and heavy, dog-like faces, the fierce appearance of the Klatooinians easily matches their ferocity in combat. The coloration of their flesh ranges from brown to a vaguely green tone, and males and females of the species display few outward differences. Klatooinians often reach nearly two meters in height. Their faces are dominated by heavy brows, blunt noses, and thick, prominent jowls. Klatooinians also possess strong, agile hands, giving them heightened manual dexterity.

Society: Klatooinian society emphasizes loyalty and devotion over everything else while revolving around their near-worship of the concepts of time and age. The planet Klatooine is ruled by a Council of Elders. These members of the species are chosen for their age and experience, as well as how well they are able to articulate their understanding of Klatooinian mythology and culture in a series of ceremonial debates. The

Council rules from a palace situated near the Fountain of the Ancients, located in the Derelkoos Desert.

Klatooinian education focuses on written and spoken Hutttese, Klatooinian history, and legends that feature Klatooinian species-wide dedication to the Hutts. When a Klatooinian reaches adulthood it is delivered into slavery, at which point its future occupation is decided and more practical training begins. Before eventually being given a position or responsibility, the Klatooinian slave is usually granted more extensive training by his master for specific duties.

Homeworld: The planet Klatooine is an arid world composed primarily of deserts and vast, sweeping grasslands, located in the Si'klaata Cluster at the galactic northern extreme of Hutt Space.

The primary feature of the planet is the Fountain of the Ancients, considered a holy site by all Klatooinians and the seat of secular and religious power. The Fountain is a fissure in the planet's crust that releases liquid wintrium into the dry atmosphere. Wintrium solidifies upon contact with the air and appears like water frozen in mid-flow, continually hardening with age to the point of near indestructibility. After many thousands of years, the Fountain of the Ancients has grown to be a wondrous sight—sprays and waves of liquid frozen in midair.

Language: Klatooinians exclusively speak Huttese on their homeworld, their own language having been purged from their formal education, even on Klatooine. Klatooinians encountered off-planet most likely speak and write Huttese and Basic. Klatooinian scholars or diplomats speak additional languages as needed.

Life on the Fringe: The vast majority of Klatooinians encountered off their home planet began their off-world lives in service to the Hutts. During this period, they receive training in a variety of crafts and trades.

Most remain in this state of perpetual servitude all their lives, content with their place in the galaxy. However, more and more young Klatooinians have thrown off the yoke of servitude to the Hutts and escaped into a life of adventure and exploration. Striving for freedom and possibility, these beings make a living by trading their skills and abilities—most often as mercenaries or bodyguards. Although most Klatooinians tend towards martial work of one type or another, some independent Klatooinians are mechanics or scouts. Some thoroughly reject their initial training in life and embrace a completely different career.



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Klatooinians begin the game with one rank in either Brawl or Ranged (Heavy) or Ranged (Light). In addition, a Klatooinian starts the game with one additional rank of one non-career skill of his choice. He may not train any of these skills above rank 2 during character creation.

WEEQUAY

Weequays are harsh creatures from a harsh homeworld. They have thick, toughened skin and a dense, powerful bone structure, and are often seen as ideal bodyguards due to this natural resilience and durability. Their cultural structure, idealizing violence and conflict, also makes them more than likely to follow the path of the Hired Gun or other occupations that emphasize martial prowess over more intellectual pursuits.

Most Weequays tend to be quiet, solitary beings, speaking very little to outsiders. However, this has not stopped some Weequays from rising to prominence as pirates and brigands across the galaxy. There were even a few Weequay Jedi once, and some Weequays fight with the Rebellion against the Galactic Empire. Those who leave their homeworld are generally more gregarious than their fellows, although their personalities tend towards sardonic and biting.

Weequays can communicate nonverbally through a discharge of pheromones from their bodies, but this form of communication is only possible among members of the same clan across relatively short distances. This trait, however, might help to explain why many view Weequays as taciturn even among their own kind. It's also the likely cause of the bitter, caustic scent most species associate with Weequays.

Physiology: Weequays are humanoids averaging roughly two meters in height. Their desert homeworld results in coarse, hardened skin generally colored in shades of brown to black. Adding to their reputation for grim narrow-mindedness, Weequay faces are rigid and lipless, with a bony frill or crest down either jawline.

Males encountered off their homeworld keep their hair in a single topknot composed of multiple braids, traditionally one for each of their native years spent away from home. Less traditional males, however,

TURNING OF THE SEASONS

The Treaty of Vontor, signed prior to the final defeat of Xim the Despot, relegated the entire Klatooinian species to perpetual servitude to the Hutts. However, the Hutts did not take into account one element of the Klatooinian cultural character. Although the Klatooinians revere age and experience, they also believe that only time itself is eternal, and all else must eventually fade away. This view is extended to the Treaty of Vontor by the Klatooinians, although they do not speak freely about it before their Hutt masters. In essence, no Klatooinian believes the species can be subject to the treaty for eternity.

With the eruption of all-out civil war against the Galactic Empire, many young Klatooinian students and slaves have decided that the time for the dis-

solution of the Treaty of Vontor has come. Meeting in secret both on their homeworld and off, these rebels study scraps of ancient texts missed by the purges of the Hutts. Reviving their language and the truth of their ancient myths and legends, they seek to restore the independence of their people.

Fearing the retribution of the Hutts, these rebels tend to congregate in secret enclaves located in remote locations across Klatooine or offworld. The Hutts, aware of the growing unrest, have subjected the Klatooinians to harsher and harsher restrictions, only to find the resistance to their rule growing rather than fading. Many Klatooinians truly believe that the time has finally come for their people to throw off the shackles of their masters and begin forging their own destiny.

might not follow this. Weequays' eyes are sunk deeply in the folds and creases of their weathered faces, providing better protection from harsh sunlight.

Society: Weequay society is complex and brutal. Built around the clan unit, Weequay society is pitilessly impersonal, with each individual striving to honor his various gods in his own way. These gods symbolize both natural forces on Sriluur as well as the spirits of important animals. The two most important gods worshiped by Weequays are Am-Shak the thunder god and Quay, the god of Sriluur's brightest moon. Weequays usually honor their gods in ceremonies that focus on the sacrifice of a worthy opponent, either in hunt or in battle. Generally, this is some large or vicious beast.

The recently-ended war with the Houk resulted in more Weequay warriors trained in modern equipment and tactics, and also developing dispositions at odds with their clannish origins. Many of these idle warriors eventually chose to leave their homeworld to seek gainful employment elsewhere, most finding positions in mercenary companies or as blasters-for-hire for a wide range of organizations and individuals.

Homeworld: Weequays are native to the planet Sriluur in the Sriluur system. An inhospitable world primarily composed of arid deserts, terrible volcanoes, and corrosive seas, Sriluur is located just Core-ward of Hutt Space along the Sisar Run. The planet is also home to another sentient species, the Houk, who attempted to colonize the planet over 200 years ago. This resulted in a state of restless antagonism lasting centuries, and has recently erupted into open warfare. This Weequay-Houk war lasted for more than ten years, ending in an uneasy peace just before the Battle of Yavin.

Sriluur has recently been subjected to Imperial occupation for fear of growing criminal activity, Hutt involvement, and civil unrest. A sizable military presence on the planet has not curbed the region's chaotic nature, however, and neither the Weequay nor the Houk are known for their Imperial sympathies.

Language: The Weequays on Sriluur speak their own language, Sriluurian, between clans, but within a clan they often use their pheromone-based communication in near-silence. Although only used between members of the same clan, this habit can make the Weequays seem aloof and forbidding.

Some more forward-thinking Weequays are quite verbose, often exhibiting a harsh, sardonic sense of humor in their interactions with both friend and foe alike. These Weequays speak fluent Basic and may often rise to positions of power and authority in a variety of organizations and criminal enterprises.

Life on the Fringe: Weequays who venture off Sriluur are frequently employed as bodyguards or other contracted combatants. Their natural durability gives them an edge in battle, which often comes as a surprise to

FOLLOWERS OF QUAY

The name Weequay literally translates to "follower of Quay." Most Weequays do not embark on any important action without first consulting any of a variety of totems in order to seek the guidance of their gods. Those Weequays seeking the assistance of Quay specifically use a totem known as a Quay, which is often seen as being a part of the great god himself.

Many Weequays consult their Quay before any sort of enterprise. However, most sentient races dismiss the use of the Quay as pointless superstition, seeing the totem as little more than a clever child's toy. In fact, those Weequays who rose to the rank of Jedi came almost exclusively from backgrounds that precluded their belief in the ancestral gods and the consultation of totems, including the Quay. Because of this prejudice, many prominent Weequays forego the public use of the Quay as well, or eschew the totems altogether.

those not familiar with the species. In addition, the ferocious and belligerent nature of their society makes them eminently suited to roles in the sinister world of galactic crime and the grey peripheries of society.

There have been many instances when Weequays have risen to positions of prominence within such shadowy organizations. The more adventurous Weequays who venture off their homeworld tend to be more cunning and astute than the species average. Coupled with their cynical and scheming view of reality, this tends to give them an edge in dealing with a galaxy more familiar with the quietly savage stereotype of the species. Many criminal figures have entered into dealings with a Weequay planning to victimize a simple and unsophisticated species, only to find themselves on the wrong side of a very bad deal.



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Weequays begin the game with one rank in Resilience or one rank in Athletics. They still may not train Resilience or Athletics above rank 2 during character creation.
- A Weequay can communicate with other Weequays using pheromones. This is completely non-verbal, and undetectable to any other species nearby. Weequays can only communicate like this if they are within short range of each other.

NEW SPECIALIZATIONS

Each career in the **EDGE OF THE EMPIRE** Core Rulebook includes three specializations, allowing for a wide range of character choices when a player selects the Hired Gun career. **DANGEROUS COVENANTS** introduces three new Hired Gun specializations: Enforcer, Demolitionist, and Heavy. Each of these specializations includes a new talent tree with talents reflecting the unique abilities of such characters.

These three new specializations are available to any character who chooses the Hired Gun career, and may be selected as the character's first specialization or be purchased as additional specializations later on (following all the rules for purchasing additional specializations as detailed on page 93 of the **EDGE OF THE EMPIRE** Core Rulebook). As with the specializations in the **EDGE OF THE EMPIRE** Core Rulebook, characters in other careers can spend experience points to acquire any of these specializations during the campaign as non-career specializations following the rules found on page 93 in the **EDGE OF THE EMPIRE** Core Rulebook. Due to the nature of character progression in **EDGE OF THE EMPIRE**, these new specializations can be easily and seamlessly inserted into an ongoing campaign.

OBTAINING NEW SPECIALIZATIONS

Acquiring a new specialization is a major event in a character's life, and it can and should be more than a simple matter of spending XP. A character does not simply wake up one day with the knowledge and skills needed to be a Demolitionist. Obtaining a new specialization is a great opportunity for roleplaying, and can easily and naturally fit into the ongoing narrative. In fact, such a change is as often a result of circumstances as it is of a conscious decision.

As a player finds his character attempting actions that fall outside of his current specializations, he may decide that a different specialization would better represent his character's current situation. When he makes this decision and spends the experience points, it represents a turning point in his career and opens up new possibilities. Mechanically, a character either possesses a specialization or does not, but within the context of the narrative, the gradual evolution of a character can be seen. When a Player Character obtains an additional specialization, it can be seen as representing the character consciously embracing his new calling, or overcoming a challenge in the learning process and making the transition from amateur to professional.

While a character could attempt to learn these new skills from reading datapads or watching holovids, the

most effective way is to learn under an experienced teacher. In this way, the acquisition of a new specialization can become a part of the ongoing campaign narrative, and roleplaying out obtaining a new specialization can help merge the mechanical and narrative aspects of gameplay. If the players do not wish to dedicate a great deal of play time to this, it can be assumed that the character undergoes his training during periods of downtime, or in the narrative "off-camera" time periods between game sessions.

Even in this case, the players and GM should still work together to fill in the details. It enhances the game and reinforces the feeling of a living, breathing galaxy. If the players know that one character learned his skills as a Demolitionist under a known deserter from the Imperial Army, they might be nervous when dealing with Imperial forces in the future.

SELECTING A SPECIALIZATION

Selecting a specialization is a big decision, both when creating a new character and when spending experience later in the campaign. Obtaining a specialization

THE RIGHT TOOL FOR THE JOB

While many careers and specializations are associated with certain gear, this is exceptionally true for the Demolitionist and Heavy specializations. In a way, these specializations are defined by their choice of weapons, and so this extends to Player Characters who select either of these specializations.

Some PCs might have favorite weapons that become as much a part of their identity as they are tools, such as a Heavy and his beloved repeating blaster. These characters might even name their weapons, just as a pilot names his beloved starship. Demolitionists' weapons, to the contrary, tend to not remain around for long. Still, Demolitionists have a very unique way of fighting that influences their behavior and the opinions others hold of them. Plus, because grenades and other explosives are single-use items that tend to be comparably bulky, Demolitionists often appear as a walking arsenal—or powder keg, depending on one's viewpoint.

A number of new weapons ideal for Heavies and Demolitionists can be found in **Chapter II: Locked and Loaded**.

requires a considerable amount of experience points, and guides the character's future development. Specializations have both advantages and disadvantages. Though a character does not lose any existing abilities when he selects a new specialization, it does restrict his options, in that he does not have access to the talent tree of a different specialization that he might have chosen instead. While this may seem like a small concern to some players and GMs, it is quite a big deal for a player who is already torn between two specializations that appeal to him. The following brief overview compares the three new specializations in **DANGEROUS COVENANTS**, in order to assist a player trying to decide which specialization is right for his character.

The **Enforcer** is an ideal choice for a Player Character with strong ties to crime, organized or not. Enforcers are at home on the streets, whether it be in the alleys of Coruscant or the cantinas of Tatooine. The skills and talents available to Enforcers allow them to maneuver through the criminal underworld like no other. Enforcers know the right people to talk to and how to get things done. For any group working in such environments, an Enforcer's expertise is invaluable.

The **Demolitionist** is perfect for players who want their characters to use grenades, bombs, and other explosives. After all, blasting one's enemies into little pieces is direct and comprehensive. For the player who hopes to use weapons with the Blast quality extensively, the Demolitionist specialization offers abilities to protect both himself and allies from the explosive results of his handiwork. A skilled Demolitionist can also do more damage with grenades, missiles, flame projectors, and similar weapons.

The **Heavy** is the obvious choice for a player who wants his character to have the biggest, loudest gun in the room. However, Heavies do more than just carry large weapons. Heavies are big, strong, and tough, and this applies to their ability to survive hits that might fell lesser individuals, or carry items others could not. Even without his guns, a Heavy is likely to be the strongest, toughest character in a fight, regardless of his species. The Heavy specialization is a perfect choice for a player who wants his character to be able to face down overwhelming odds and walk away more or less in one piece.



Hired Gun: Enforcer Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Enforcer Bonus Career Skills: Brawl, Coercion, Knowledge (Underworld), Streetwise

ACTIVE

PASSIVE

TOUGHENED
Gain +2 wound threshold.
COST 5

INTIMIDATING
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
COST 5

FEARSOME
When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.
COST 5

STREET SMARTS
Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
COST 5

DURABLE
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.
COST 10

STUNNING BLOW
When making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.
COST 10

NATURAL ENFORCER
Once per session, may re-roll any 1 Coercion or Streetwise check.
COST 10

TALK THE TALK
When making a Knowledge skill check, the character may spend 1 Destiny Point to substitute Knowledge (Underworld) or Streetwise for the required skill.
COST 10

INTIMIDATING
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
COST 15

DEFENSIVE STANCE
Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number. Strain suffered this way cannot exceed ranks in Defensive Stance.
COST 15

TOUGHENED
Gain +2 wound threshold.
COST 15

LOOM
When an ally engaged with the character makes a successful Charm, Deception, or Negotiation check, the character adds ● per rank in Coercion to the ally's check.
COST 15

SECOND WIND
Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.
COST 20

STREET SMARTS
Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
COST 20

WALK THE WALK
The character may spend 1 Destiny Point to add damage equal to his ranks in Streetwise to one hit of a successful Brawl check.
COST 20

INTIMIDATING
May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.
COST 20

FEARSOME
When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

BLACK MARKET CONTACTS
When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.
COST 25

FEARSOME
When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.
COST 25

DEMOLITIONIST

7M C O J 1 ↓ 1 O U 1 ↓

Demolitionists are masters of explosives and incendiary devices. Often seen as dangerous pyromaniacs, most Demolitionists possess a deep understanding of the physics behind combustion and explosion on an intuitive level as well as an academic one. They are not mindless destroyers, but artists. Demolitionists are adept at wreaking havoc while avoiding being injured by their own handiwork—most of the time.

FORCE OF DESTRUCTION

A Demolitionist's additional career skills are **Computers**, **Cool**, **Mechanics**, and **Skulduggery**. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. With this selection of skills, Demolitionists can be much more technically-minded than most Hired Guns. They are also suited to much more than straightforward combat. Demolitionists can excel at setting traps, from improvised trip-wires tied to

grenades to sophisticated proximity and timed explosives. Whereas another Hired Gun might go after an enemy in a straight-up fight, a Demolitionist may find a more inventive route, such as rigging a thermal detonator to explode when the target starts up his speeder. Some Demolitionists enjoy the thrill of combat as much as any other Hired Gun. However, they favor flame projectors, grenade launchers, and missile tubes—anything that creates a large blast.

The work of a Demolitionist is extremely dangerous, as a single misstep can spell doom for the character (and anyone unfortunate enough to be in the general vicinity). In order to succeed, a Demolitionist must be able to keep a clear head and focus on his work, even as blaster bolts fill the air around him. As such, most Demolitionists are adept at staying cool in the most nerve-wracking situations.

In order to put their skills to the greatest use, Demolitionists must have an understanding of the principles of construction, as well as knowing how to construct their explosive devices. Both of these are where some skill with Mechanics becomes important. By knowing how a machine operates, or the load-bearing points of a structure, a Demolitionist can determine where to place explosives for the greatest effect. Similarly, Demolitionists know how to get the most from their tools, creating larger than expected explosions or causing devastating chain reactions. Demolitionists can use their creative talents for more than sheer destruction, and can usually be counted on to find an inventive route out of a dangerous situation. Of course, sometimes that plan is even more dangerous than the original threat.

For many groups, having a Demolitionist around is both a blessing and a curse. Demolitionists are very effective both in combat and in any job benefitting from sabotage. However, it is far from unheard of for Demolitionists to cause unintended collateral damage when things go really wrong. Fortunately, experienced Demolitionists rarely make mistakes (even if, in their profession, many mistakes tend to be final). Most individuals operating on the fringe understand that theirs is a life of danger, and think that the benefits of partnering with a skilled Demolitionist outweigh the added risk. Still, some grow weary of keeping a constant eye on their ally lest he get carried away in his destructive interests.



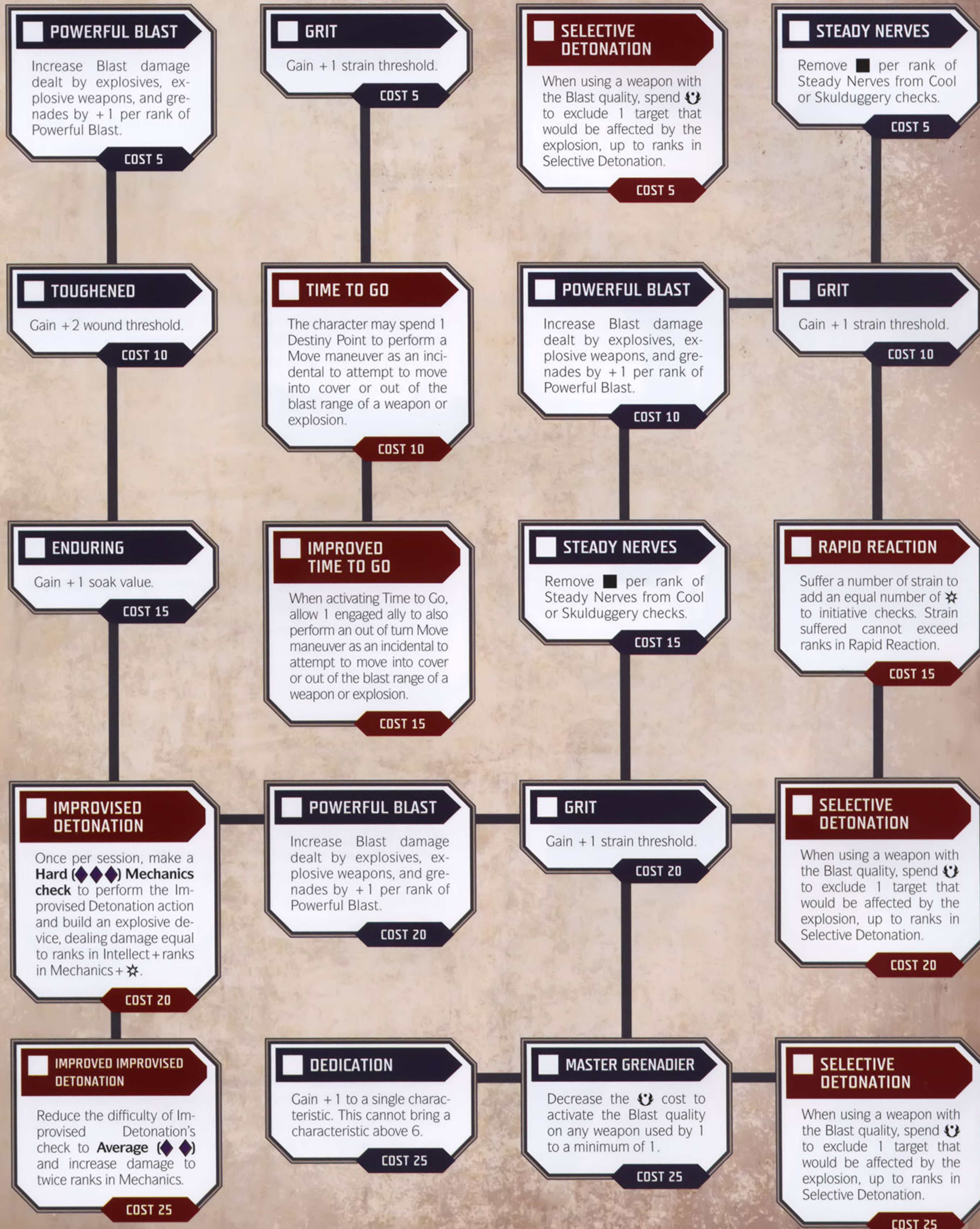
Hired Gun: Demolitionist Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Demolitionist Bonus Career Skills: Computers, Cool, Mechanics, Skulduggery

ACTIVE

PASSIVE



HEAVY

EVKYV

For a Heavy, size really does matter. These characters prefer to use the biggest guns possible, and usually have the physique to match. Heavies are often physically impressive, a necessity for effectively wielding the heaviest man-portable weapons. Heavies are inevitably found at the front in combat, as allies back away and give them space.

OVERWHELMING FIREPOWER

The list of additional career skills for a Heavy consists of **Gunnery**, **Perception**, **Ranged (Heavy)**, and **Resilience**. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. This straightforward list of skills allows a Heavy to do primarily one thing: wield large, dangerous weapons. From heavy blasters to missile tubes, Heavies favor big, loud, and devastating weaponry. Using such weapons is often punishing for the wielder, and characters must possess great fortitude in order to wield such weapons extensively. A high Resilience skill is often a side effect of the Heavy's actions, rather than the result of conscious training.

Lugging around heavy weapons builds stamina, and simply dealing with the recoil provides a workout.

Heavies generally approach combat in the most direct way possible—stealth and duplicity are not becoming of a walking arsenal. Similarly, Heavies tend to be very straightforward in their dealings. This bluntness sometimes comes across as a lack of intellect, though few would be brave enough to say so to the Heavy's face. There may be some truth to the perception that Heavies sacrifice brains for brawn, but as with all generalizations, there are many exceptions. In a galaxy of double-crosses and altered deals, steadfastness and blunt honesty can be seen as virtues.

While some Heavies may work as independent operators, most find themselves as a permanent addition to a group. Heavies can easily find a place among a mercenary band. Having a Heavy in a group is a great boon. The mere sight of the heavy weapons they carry can ensure that no one hassles them, and a single Heavy—when properly equipped—is easily a match for numerous foes.

In a Player Character group, a Heavy fulfills a similar role to that of a light battle tank in a military force. Heavies can often deal out enough damage to wipe out entire groups of enemies single-handedly, and are also typically able to absorb a great deal of punishment. Heavies must have a high Brawn in order to wield heavy, cumbersome weapons, which helps them to shrug off damage, and also allows them to wear heavy armor that may be too encumbering for other characters. A Heavy's skills and talents are narrowly focused, but they make him a master of ranged combat.



Hired Gun: Heavy Talent Tree

Career Skills: Athletics, Brawl, Discipline, Melee, Piloting (Planetary), Ranged (Light), Resilience, Vigilance

Heavy Bonus Career Skills: Gunnery, Perception, Ranged (Heavy), Resilience

ACTIVE

PASSIVE

BURLY

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

COST 5

BARRAGE

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

TOUGHENED

Gain +2 wound threshold.

COST 5

BARRAGE

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 10

BRACE

Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

COST 10

SPARE CLIP

Cannot run out of ammo due to ♣. Items with Limited Ammo quality run out of ammo as normal.

COST 10

DURABLE

May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.

COST 10

SIDE STEP

Once per round, may perform Side Step maneuver and suffer a number of strain to upgrade difficulty of all incoming ranged attacks by an equal number. Strain suffered this way cannot exceed ranks in Side Step.

COST 15

BURLY

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

COST 15

HEROIC FORTITUDE

May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

COST 15

TOUGHENED

Gain +2 wound threshold.

COST 15

BRACE

Perform the Brace maneuver to remove ■ per rank of Brace from next Action. This may only remove ■ added by environmental circumstances.

COST 20

BARRAGE

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

COST 20

RAIN OF DEATH

Perform the Rain of Death maneuver to ignore the increased difficulty due to the Auto-fire quality of attacks made this turn.

COST 20

HEROIC RESILIENCE

Immediately after being hit by an attack but before suffering damage, spend 1 Destiny Point to increase soak by ranks in Resilience.

COST 20

BURLY

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

ARMOR MASTER

When wearing armor, increase total soak value by 1.

COST 25

HEAVY HITTER

Once per session, spend ♣ on a successful Ranged (Heavy) or Gunnery check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1.

COST 25

NEW TALENTS

Below is a description for each of the new talents added in **DANGEROUS COVENANTS**. Every entry includes the information required for gameplay (see page 128 of the **EDGE OF THE EMPIRE** Core Rulebook).

BURLY

Activation: Passive

Ranked: Yes

Trees: Heavy

The character reduces any wielded or carried weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

FEARSOME

Activation: Passive

Ranked: Yes

Trees: Enforcer

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check (see page 298 of the **EDGE OF THE EMPIRE** Core Rulebook), with the difficulty equal to the character's ranks in Fearsome. At the GM's discretion, some adversaries may be immune to this talent based on the type of adversary or the ongoing circumstances.

HEAVY HITTER

Activation: Active (Incidental)

Ranked: No

Trees: Heavy

Once per session, the character may spend \oplus on a successful Ranged (Heavy) or Gunnery check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1.

HEROIC RESILIENCE

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Heavy

Immediately after being hit by a successful combat check but before damage is calculated, the character may spend one Destiny Point to increase his soak by a number equal to his ranks in Resilience.

IMPROVISED DETONATION

Activation: Active, (Action)

Ranked: No

Trees: Demolitionist

Once per session, the character may make a **Hard (◆◆◆) Mechanics check** to perform the Improvised Detonation action and build an explosive device out of available materials. The device can be detonated via any logical means (timed delay, pressure-activated, or even a fuse) and when it explodes deals damage equal to the character's ranks in Intellect plus ranks in Mechanics plus \star on the initial check, and possesses the Blast quality at an equal value. The character can spend \oplus to increase the damage by an

additional 2. A \otimes causes the device to detonate immediately in the owner's face. If the check would have been otherwise successful, the premature detonation does damage based on the successful check (and has an equivalent Blast quality). If the check would have failed, the premature detonation only does damage equal to ranks in Mechanics plus ranks in Intellect.

IMPROVISED DETONATION (IMPROVED)

Activation: Passive

Ranked: No

Trees: Demolitionist

Reduce the difficulty of Improvised Detonation's check to **Average (◆◆)** and increase the damage dealt by the explosive to ranks in Intellect plus twice the character's ranks in Mechanics plus \star on the initial check (this includes the damage dealt on a premature detonation triggered by \otimes).

LOOM

Activation: Passive

Ranked: No

Trees: Enforcer

When an ally engaged with the character makes a successful Charm, Deception, or Negotiation check, the character adds \otimes per rank in Coercion to the ally's check.

MASTER GRENADE

Activation: Passive

Ranked: No

Trees: Demolitionist

The character decreases the \otimes cost to activate the Blast quality on any weapon he uses by 1 to a minimum of 1. This includes the cost to activate the Blast quality if the weapon misses.

POWERFUL BLAST

Activation: Passive

Ranked: Yes

Trees: Demolitionist

The character increases the damage dealt by the Blast quality of explosives, explosive weapons, and grenades he uses by +1 per rank of Powerful Blast.

RAIN OF DEATH

Activation: Active (Maneuver)

Ranked: No

Trees: Heavy

The character may perform the Rain of Death maneuver. If he does so, when he makes an attack in the same turn he does not increase the difficulty of the attack due to the Auto-fire quality.

SELECTIVE DETONATION

Activation: Active (Incidental)

Ranked: Yes

Trees: Demolitionist

When using any weapon with the Blast quality or explosive device, the character may spend ☹ or ☹ to exclude one target that would normally be affected by the explosion. Multiple targets may be excluded in this manner, but the total number may not exceed his ranks in Selective Detonation.

STEADY NERVES

Activation: Passive

Ranked: Yes

Trees: Demolitionist

The character removes ■ per rank of Steady Nerves from Cool or Skulduggery checks.

TALK THE TALK

Activation: Active, Incidental

Ranked: No

Trees: Enforcer

When making a Knowledge skill check, the character may spend one Destiny Point to substitute Knowledge (Underworld) or Streetwise for the required skill. Any information gathered by a subsequent success on this check may be suitably embellished by the GM to reflect its criminal and underworld origins.

TIME TO GO

Activation: Active, Incidental (Out of Turn)

Ranked: No

Trees: Demolitionist

The character may spend one Destiny Point to perform a Move maneuver as an incidental. This maneuver may only be used to move into cover or out of the blast radius of an explosion. This may be performed out of turn. This incidental occurs after the character determines he would be hit by the blast, but before damage is applied. (The GM may allow the character to use this talent in other situations to get out of harm's way, but only at his discretion.)

TIME TO GO (IMPROVED)

Activation: Active, (Incidental, Out of Turn)

Ranked: No

Trees: Demolitionist

When activating Time to Go, the character may allow one ally he is engaged with to perform an out of turn Move maneuver as an incidental. This maneuver may only be used to move into cover or out of the blast radius of an explosion. This incidental occurs after the ally determines he would be hit by the blast, but before damage is applied.

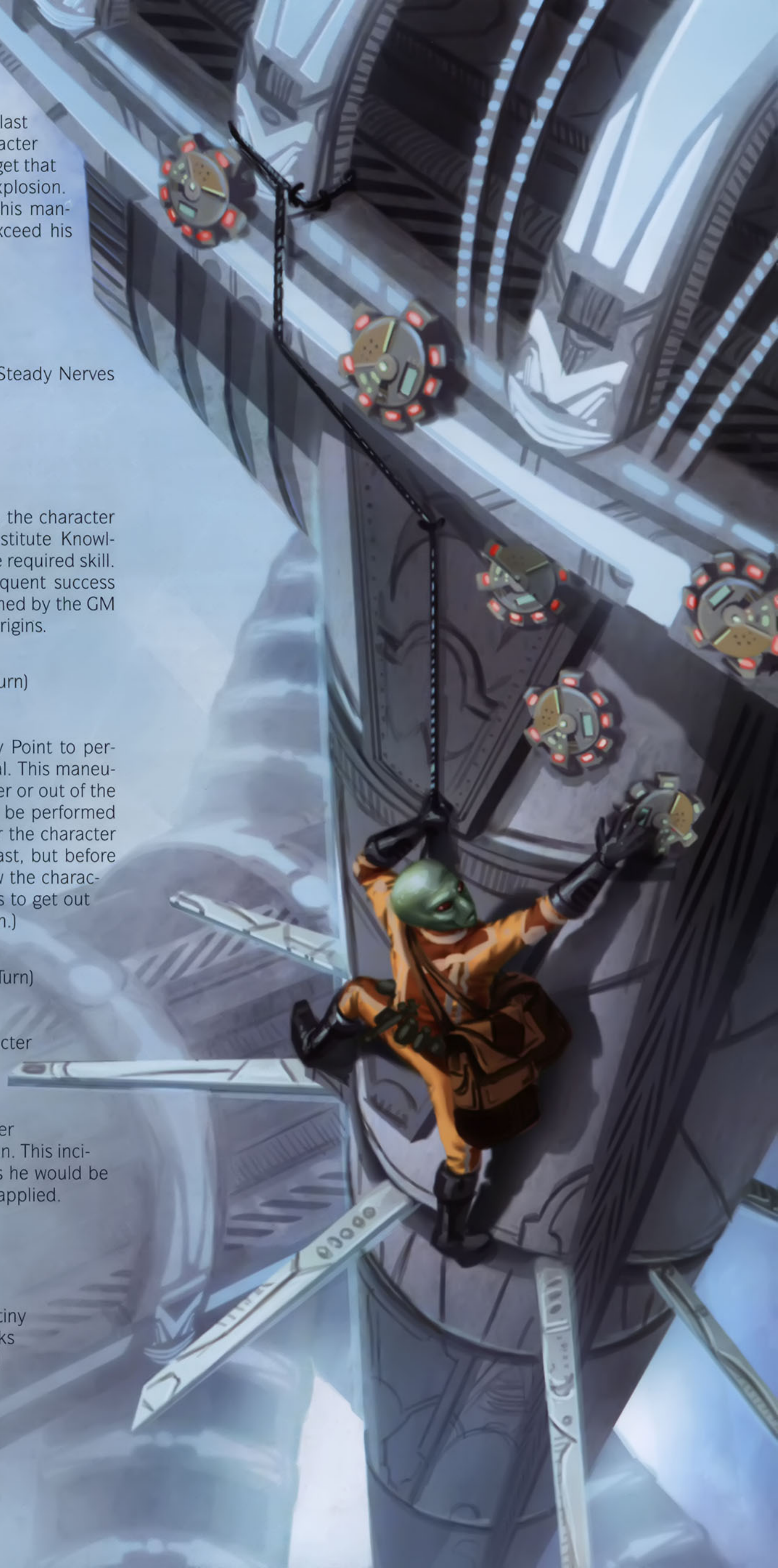
WALK THE WALK

Activation: Active, Incidental

Ranked: No

Trees: Enforcer

The character may spend one Destiny Point to add damage equal to his ranks in Streetwise to one hit of a successful Brawl check.



HIRED GUN MOTIVATIONS

Motivation plays a key role in **EDGE OF THE EMPIRE**. It helps define the factors that cause a character to break free of a life of normalcy and become an adventurer. Just as importantly, it proves a key factor in helping players roleplay their characters. Knowing what makes a character tick goes a long way towards being able to portray him in an interesting and satisfying manner.

The **EDGE OF THE EMPIRE** Core Rulebook has a long and comprehensive list of Motivations, broken up into three categories: Ambitions, Causes, and Relationships. When creating a new character, each player rolls randomly to determine his character's Motivation, or he chooses from that list (the complete rules can be found on page 94 of the **EDGE OF THE EMPIRE** Core Rulebook).

There are quite a few options for different Motivations found in the Core Rulebook. However, since these Motivations have to serve a wide variety of characters, they are broad by necessity. **DANGEROUS COVENANTS** includes a number of Motivations tailored specifically for the Hired Gun career and its specializations. These new Motivations are grouped into the category of Conflicts.

If a player wants to use these Motivations, he simply chooses one of the Motivations listed, or rolls randomly on **Table 1-2: Hired Gun Motivations**. This roll replaces the roll he would normally make on **Table 2-5: Random Motivation** on page 94 of the **EDGE OF THE EMPIRE** Core Rulebook. If the player rolls Conflict, he rolls again on **Table 1-3: Specific Conflicts** to determine his specific Motivation.

TABLE 1-2: RANDOM HIRED GUN MOTIVATIONS

d10	Motivation Result
1-2	Ambition
3-4	Cause
5-6	Relationship
7-9	Conflict
10	Roll once for each of any two categories

TABLE 1-3: SPECIFIC CONFLICTS

d100	Result
01-10	Mayhem: The character derives pleasure through destruction. He seldom passes up a chance to cause conflict and confusion in his work, even to the possible detriment of his own well-being. Extreme examples of this may even be forms of mental illness.
11-20	Violent Conquest: The character is driven to conquer whatever and whomever he comes across. If they do not submit, he is more than willing to employ force against them.
21-30	Squadmates: One can never truly know his colleagues until he serves with them in battle. While the character may be a bit distant from non-veterans, he is a true and loyal friend to anyone with whom he has fought.
31-40	Blood Money: Simply put, violence is this character's business, and that business is never in short supply. The character knows no other way to make his way in the galaxy, and thus treats his bloody work as any other job.
41-50	Honor in Battle: The character holds true to a code of honor in warfare. This code could be an ancient tradition of one of the myriad civilizations in the galaxy or it could be his own personal beliefs. Whatever the case, his honor depends on following these tenets, even when it may be inconvenient.
51-60	Best In the Field: Be the best; that's the creed by which this character lives. In this case, he strives to be the best combatant. He wants to be the last one standing on the field of battle, the consummate warrior. He is willing to do whatever it takes to accomplish this.
61-70	Revenge: The character is driven by one of the oldest and most primal causes in the Galaxy—the desire to avenge some real or perceived wrong the character has suffered. The character's hunger for vengeance may be justified or not, but it is a cold, heartless master that can drive the character to obsession.
71-80	Out of the Game: The character works as a mercenary not because he loves the violence, but because he needs to earn enough to buy his way out. This could be trying to accumulate enough money to retire, pay off his debts, or even perform some action to repay a friend before he gives up his life of violence.
81-90	Adrenaline Junky: Excitement, adventure; the character loves every bit of it. He doesn't fight for money, revenge, or a thirst for blood. He fights because he can't get enough of the incredible thrill of risking his life and coming out on top.
91-100	Life Debt: The character owes someone else, and owes them big. His life is in someone else's hands, and this debt requires him to fight. He may or may not enjoy this, but this motivation is so strong that it overrides his other desires.

HIRED GUN SIGNATURE ABILITIES

In addition to the specializations that a character can choose from within a given career, he also has access to that career's signature abilities. These abilities are special, elite talents only experienced characters of the specified career can access. They are feats only possible through skill and ability gained over a long and successful career.

The Hired Gun career has access to two signature abilities: Last One Standing and Unmatched Protection.

SIGNATURE ABILITY BREAKDOWN

Signature abilities are composed of three elements: the nodes linking it to a talent tree, the ability's basic form, and a series of upgrades that augment the ability.

NODES

Each signature ability has four nodes lined up across its top. These four nodes match up with the four talents on the bottom row of a talent tree. Each node can either be active, showing a bracket facing upward, or inactive, remaining blank. To be able to attach a signature ability to a tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability.

ABILITY BASIC FORM

When a character acquires a signature ability, he must first purchase the basic form of the ability. This takes up the entire first row of the signature ability tree, and is purchased with experience points. The experience cost of each upgrade is listed in its box.

NARRATIVE ABILITIES

Many signature abilities have narrative effects, allowing the character to instantly overcome a challenge in their path. These abilities are powerful tools that allow the players and GM to work together to tell a more collaborative, cinematic story. However, they can also pose a challenge to the GM as the character circumvents sections of his planned story. Because of these potential challenges, when a player wishes to use a signature ability with a narrative effect, he must first consult with the GM. Together, the player and GM decide on the effect the ability should have, fitting it into the narrative of the game, with the GM as the final arbiter as to the effect of the ability.

UPGRADES

After the character has purchased the basic form of the signature ability, he can further customize the ability by purchasing upgrades. Upgrades, much like talents, are purchased with experience points, and each upgrade may only be purchased if it connects to the basic form of the ability or a previously purchased upgrade. The experience cost of each upgrade is listed in its box.

ACQUIRING SIGNATURE ABILITIES

Before a character can purchase a signature ability or any of its upgrades, the character must "attach" that ability to the bottom of one of his current in-career talent trees. Once a signature ability has been attached to a tree, no other signature abilities may be attached to that tree, and the attached ability cannot be removed or switched to a different tree. A character can only acquire a signature ability from his career, and can only attach that ability to in-career talent trees.

To attach a signature ability to one of his talent trees, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability. Then, once a signature ability has been attached to a talent tree, the character may purchase the ability's basic form and its upgrades using experience, just as if they were talents.

SIGNATURE ABILITY: LAST ONE STANDING

Sometimes, when he has no other choice a character must defy the odds and fight against overwhelming opposition. This action seems suicidal. However, the very best can walk through the fire of overwhelming odds, defeat their enemies, and emerge bloody but victorious.

BASE ABILITY

Once per game session during a combat encounter, the character may spend two Destiny Points to make a **Hard (◆◆◆) Resilience check**. If he succeeds, he skips his next turn and eliminates all enemy minions in the encounter. (The minions are all eliminated immediately, so they do not get to participate further in the combat, but for the sake of the narrative, the PC can spend the next round of combat incapacitating them). The narrative means by which he accomplishes this is up to the player character, but should be suitably exciting. It must also be approved by the GM (see the **Narrative Abilities** sidebar).

Hired Gun Signature Ability Tree: Last One Standing

LAST ONE STANDING BASE ABILITY

Once per game session during a combat encounter, the character may spend 2 Destiny Points to make a **Hard (◆◆◆) Resilience check**. If he succeeds, he skips his next turn and eliminates all enemy minions in the encounter. (The minions are all eliminated immediately, so will not get to participate further in the combat, but for the sake of the narrative, the PC can spend the next round of combat incapacitating them). The narrative means by which he accomplishes this is up to the player character, but should be suitably exciting, and must also be approved by the GM.

COST 30

REDUCE SETBACK

Remove ■ from skill check to activate Last One Standing.

COST 10

ADD BOOST

Add □ to skill check to activate Last One Standing.

COST 10

REDUCE SETBACK

Remove ■ from skill check to activate Last One Standing.

COST 10

ADD BOOST

Add □ to skill check to activate Last One Standing.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Last One Standing to **Average (◆◆)**.

COST 15

INCREASE EFFECT

When triggering Last One Standing, eliminate one rival per increase effect upgrade in addition to the minions.

COST 15

INCREASE EFFECT

When triggering Last One Standing, eliminate one rival per increase effect upgrade in addition to the minions.

COST 15

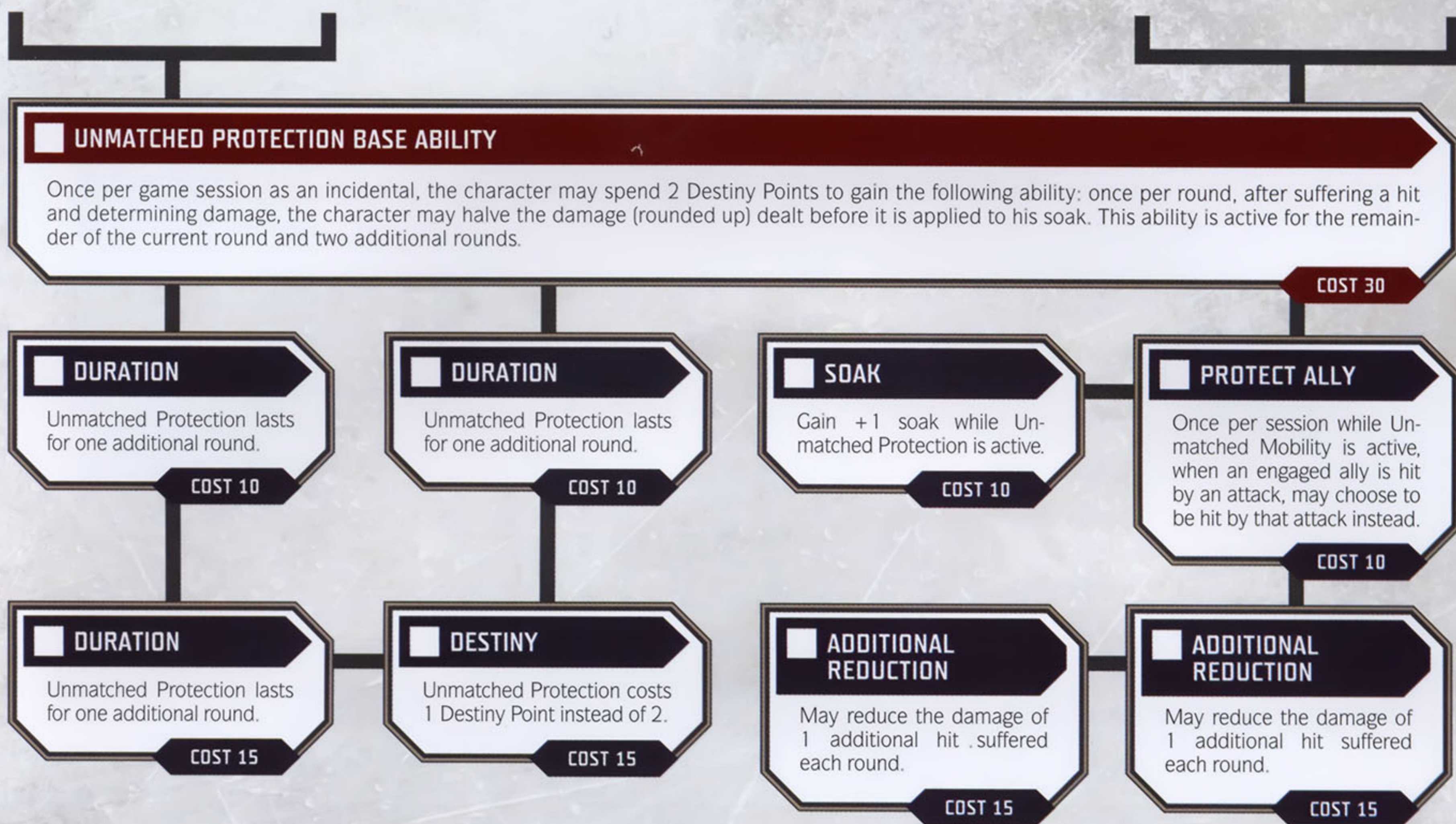
DESTINY

Last One Standing costs 1 Destiny Point instead of 2.

COST 15



Hired Gun Signature Ability Tree: Unmatched Protection



When making the skill check to activate Last One Standing, the GM can add or for any situational effects that might affect the difficulty of the check.

UPGRADES

Last One Standing has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Last One Standing's tree multiple times have their effects stack.

Add Boost: When making the skill check to activate Last One Standing, the character adds .

Destiny: To activate Last One Standing, the character only needs to spend one Destiny Point instead of the normal two.

Increase Effect: When triggering Last One Standing, eliminate one rival per increase effect upgrade in addition to the minions.

Reduce Difficulty: The skill check to activate Last One Standing is **Average** (◆◆) instead of **Hard** (◆◆◆).

Reduce Setback: When making the skill check to activate Last One Standing, the character removes .

SIGNATURE ABILITY: UNMATCHED PROTECTION

Some of the toughest sentients in the galaxy are Hired Guns. A lifetime of conflict leaves them covered in scars from countless wounds. However, this also leaves them as tough and resilient as durasteel.

BASE ABILITY

Once per game session as an incidental, the character may spend two Destiny Points to gain the following ability: once per round, after suffering a hit and determining damage, the character may halve the damage (rounded up) dealt before it is applied to his soak. This ability is active for the remainder of the current round and two additional rounds.

UPGRADES

Unmatched Protection has several upgrades that can improve its effects and make it easier to use. Any upgrades that appear in Unmatched Protection's tree multiple times have their effects stack.

Additional Reduction: May reduce the damage of one additional hit suffered each round Unmatched Protection is active.

Destiny: To activate Unmatched Protection, the character only needs to spend one Destiny Point instead of the normal two.

Duration: Unmatched Protection lasts for one additional round.

Protect Ally: Once per session while Unmatched Protection is active, when an engaged ally is hit by an attack, the character may choose to be hit by that attack instead.

Soak: Gain +1 soak while Unmatched Protection is active.





II LOCKED AND LOADED

"You bring your wits to the negotiations, and I'll bring my gun, for when they fail."

-Viktor Hel

Perhaps more than any other career, Hired Guns rely on, and are even defined by, their equipment. Hired Guns employ a wide variety of weapons, both ranged and melee, in their profession. In addition to weapons with which to kill, and armor to protect their own lives, Hired Guns often invest in equipment to help them in finding or pursuing enemies. However, unlike Bounty Hunters, Hired Guns do not typically specialize in tracking or locating a target, but are

supplied with such information when taking on a job. Of course, vehicles are of great use to many Hired Guns. Some enjoy the heavy weaponry which many vehicles sport, or the thrill of armored combat. For others, transport may be a simple means of getting to the action with as much speed as possible.

This chapter presents a wide array of equipment appropriate for Hired Guns of all specializations, including those introduced in **Chapter I**.

WEAPONS AND ARMOR

This section presents a number of new weapons for **EDGE OF THE EMPIRE** Characters. While these arms and armor are most appropriate for Hired Guns, characters of all careers can find them useful.

MANUFACTURERS

While it would be impossible to catalog even a small portion the vast number of companies, cultures, and individuals responsible for crafting the galaxy's myriad weapons, a relatively small number of galactic corporations are in fact responsible for the vast majority

of mass-produced weapons and armor. The following manufacturers are the most well-known due to the wide variety of models they produce and the enduring popularity of their flagship products.

BLASTECH INDUSTRIES

For many Hired Guns, the name BlasTech is synonymous with their weapon of choice. BlasTech produces weapons as diverse as the DL-44 heavy blaster pistol and the stormtroopers' standard-issue E-11 rifle. Though BlasTech does produce weapons for the Empire, it has refused to sign an exclusive sales agreement, and so BlasTech products continue to serve the needs of sentients from all across the galaxy and all walks of life. Though such facts are difficult to verify in the constantly-changing market place, it is widely accepted that BlasTech produces the widest range of personal energy weapons of any manufacturer. This range,

combined with a reputation for quality and reliability, ensures BlasTech's continued place as a top seller.

CZERKA ARMS

Czerka is the third-largest weapons producer in the galaxy, trailing only BlasTech and Merr-Sonn. However, their exclusive contract with the Empire has resulted in a noticeable decrease in the availability of Czerka products on the public market. Nevertheless, with centuries of manufacturing and black market trades, Czerka products continue to appear in the hands of Hired Guns with regularity. In addition to blasters, artillery, and starship weapons and defense systems, Czerka is known for its vibro weapons, which range from compact daggers to axes and double-handed swords. Czerka has also found success with other less-common weapon types, such as flame projectors. Many of Czerka's designs are blatant copies of those of other manufacturers, but this does little to affect sales so long as the price is right.

MERR-SONN MUNITIONS, INCORPORATED

Second only to BlasTech in total sales, Merr-Sonn manufactures everything from blaster pistols to deflector shields to starship turbolasers. Merr-Sonn is particularly known for grenades, thermal detonators, missiles, and other explosives, so its products



are particularly popular among Demolitionists. Merr-Sonn remains autonomous during the era of the Galactic Empire, and its weapons continue to be found in the hands of everyone from smugglers to assassins.

SOROSUUB CORPORATION

SoroSuub began thousands of years ago as a mining corporation, and mineral processing remains a

central part of its business. Through various division and branches, SoroSuub involves itself in nearly every kind of manufacturing conceivable, from ration packs to droids to spacecraft. SoroSuub produces weapons and defense equipment ranging from personal blasters and body armor to planetary defense cannons and proton torpedoes. SoroSuub's primary offices remain on the planet Sullust, and the corporation employs over half of the Sullustan population.

NEW WEAPONS

As one might expect, many Hired Guns utilize ranged weaponry, exclusively so in some cases. Fortunately, the discriminating killer has no shortage of options. While many weapons are designed with subtlety or self-defense in mind, an even greater number are built to be large, deadly, and intimidating. Most killers, mercenaries, and bodyguards prefer the latter.

ENERGY WEAPONS

The blaster is the most common ranged weapon in the galaxy, so it is no surprise that many Hired Guns wield a blaster of one type or another. A seemingly endless variety of blasters exist across the galaxy, from rugged basic models to technologically sophisticated works of art. In the Outer Rim and among the fringes of society, blasters tend toward the utilitarian end. Older models are common, particularly the further one gets from the Core. With weapons laws tending to be more lax, individuals of the Outer Rim tend toward larger, more intimidating weapons, rather than the easily concealed variety. Criminals and others on the margins of society, even within the Core, also often favor such weapons, except when operating in the more well-policed areas.

While blasters dominate the market, manufacturers have developed a wide range of additional energy weapons for a variety of purposes. Some of these have become extremely popular with certain types of spacers or for certain situations, while others have simply faded into obscurity.

MERR-SONN MODEL 44 BLASTER PISTOL

Representative of blaster pistols across the galaxy, the Model 44 is a reliable pistol that is more than adequate for most situations. Merr-Sonn's Model 44 is well-suited to use aboard starships or in technological facilities, as it is less likely to damage vital systems than a more powerful blaster rifle, yet strong enough to penetrate laminate armor on a direct hit. As such, it is often used as a sidearm by mercenaries, security forces, and pirates.

MERR-SONN MODEL 80 BLASTER PISTOL

The Model 80 from Merr-Sonn Munitions is a rugged and dependable blaster pistol that many mercenaries tend to use as their primary weapon. It lacks the stopping power of a heavy blaster pistol, but still fires powerful energy bolts that can do a great deal of damage to their target. The weapon gains this stopping power at the expense of weight and portability. A bulky blaster, the Model 80 is a bit too heavy for a soldier to carry as a backup weapon and the various protuberances and the secondary scope makes it hard to draw quickly in a firefight.

The time taken to draw, holster, stow, or otherwise access this weapon cannot be reduced by talents, gear, or any other means.

MERR-SONN IR-5 "INTIMIDATOR" BLASTER PISTOL

For those who operate on the edge of the law, firepower can be a valuable commodity. The Merr-Sonn Munitions IR-5 "Intimidator" can provide that in spades. Though slightly less powerful than most comparably-sized blaster pistols, the IR-5 has a rate of fire equivalent to that of a repeating blaster, a feature that earned the Intimidator its nickname. Restricted throughout the Corellian Sector, the IR-5 can nonetheless be found on the hip of many fringers who call Corellia home.

BLASTECH DL-7H HEAVY BLASTER PISTOL

These weighty, deadly pistols are a favorite of both smugglers and mercenaries. Powerful enough to punch straight through laminate armor, the DL-7H's reputation is well-deserved. In fact, the weapon packs so much power into a pistol that many worlds with otherwise lax blaster regulations have outlawed it. In order to boost damage, the DL-7H draws heavily from its power cell, draining it quickly. Another effect of the weapon's unique power draw is its lack of a stun setting.

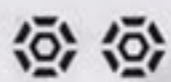
The GM may spend  to cause a Player Character's DL-7H to run out of ammo.

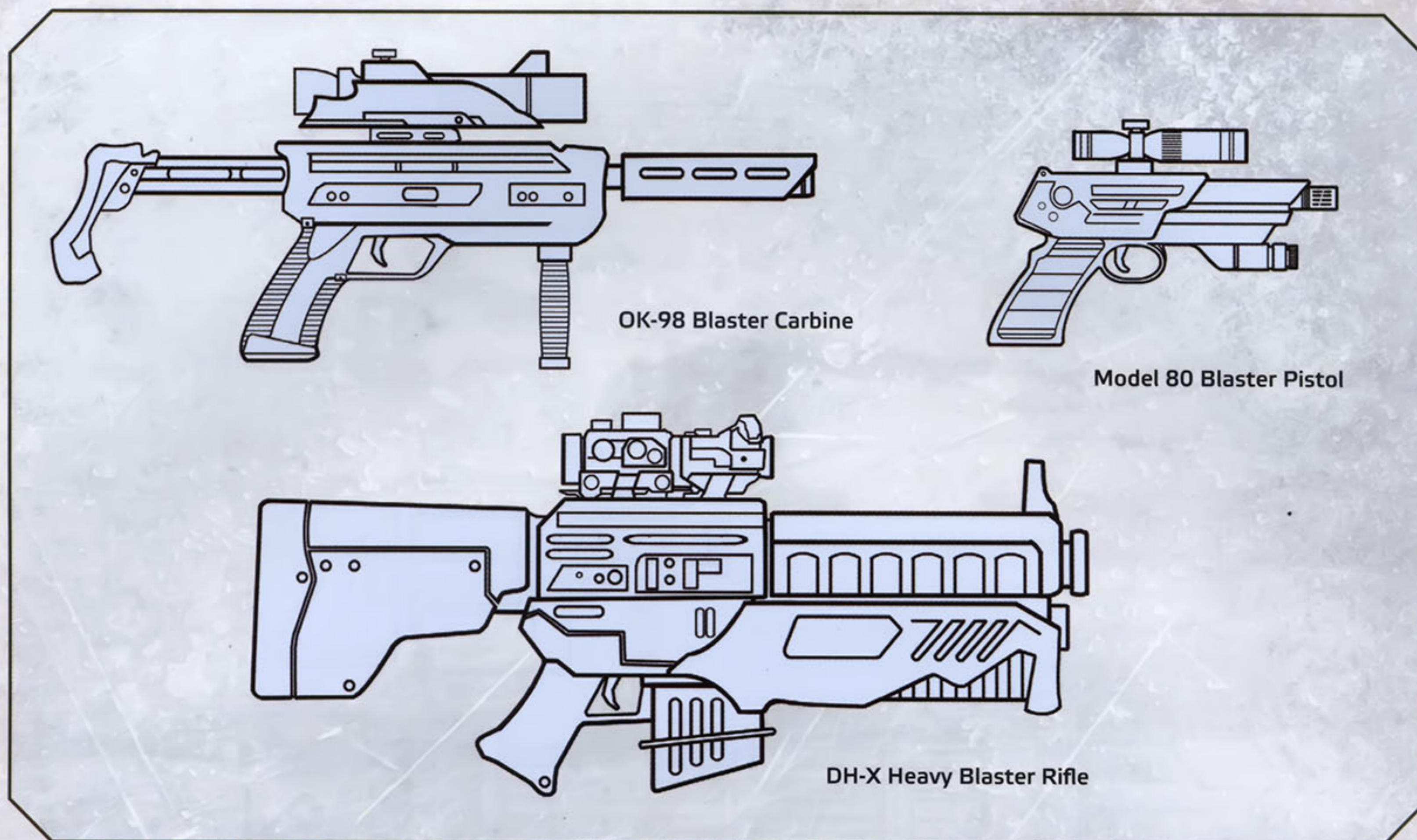
TABLE 2-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
Model 44 Blaster Pistol	Ranged (Light)	6	3	Medium	1	4	500	4	Stun setting
Model 80 Blaster Pistol	Ranged (Light)	6	2	Medium	2	3	550	5	Stun setting
IR-5 Blaster Pistol	Ranged (Light)	5	3	Medium	2	2	(R) 750	6	Auto-fire, Inaccurate 1
DL-7H Heavy Blaster Pistol	Ranged (Light)	8	3	Medium	2	2	(R) 850	6	
ACP Array Gun	Ranged (Heavy)	6	3	Short	3	3	890	6	Blast 5, Stun Setting
DH-X Heavy Blaster Rifle	Ranged (Heavy)	10	3	Long	7	4	1,900	6	Cumbersome 3, Pierce 2
OK-98 Blaster Carbine	Ranged (Heavy)	9	3	Medium	4	3	1,100	5	Stun setting
SE-14r Light Repeating Blaster	Ranged (Light)	6	3	Medium	2	3	(R) 1,000	6	Auto-fire, Stun setting
VX Sidewinder Repeating Blaster	Gunnery	12	3	Long	8	4	(R) 3,350	7	Auto-fire, Cumbersome 5, Pierce 1, Vicious 1
HOB Heavy Repeating Blaster	Gunnery	15	3	Extreme	10	4	(R) 6,500	8	Auto-fire, Cumbersome 6, Pierce 2, Vicious 1
Slugthrowers									
Assault Carbine	Ranged (Heavy)	6	5	Short	4	1	250	4	Auto-fire, Inaccurate 1
Fiver Pistol	Ranged (Light)	5	4	Short	2	1	200	4	Accurate 1, Limited Ammo 5
Other Weapons									
Flamestrike	Gunnery	9	2	Short	8	3	(R) 2,000	8	Burn 4, Blast 9, Cumbersome 3, Vicious 2
Flechette Launcher (Anti-Infantry)	Gunnery	8	3	Medium	6	4	(R) 2,500	6	Blast 8, Cumbersome 3, Limited Ammo 4, Pierce 6, Prepare 1, Vicious 1
Flechette Launcher (Anti-Vehicle)	Gunnery	10	2	Medium	6	4	(R) 2,500	6	Breach 2, Cumbersome 3, Limited Ammo 4, Prepare 1, Vicious 3
Grenade Launcher	Gunnery	8	4	Medium	5	3	(R) 1,250	4	Blast 6, Cumbersome 3, Limited Ammo 6

ARAKYD ACCELERATED CHARGED PARTICLE ARRAY GUN

A favorite weapon of pirates, the somewhat crude-looking Arakyd Accelerated Charged Particle Array Gun is a short-range blaster useful for clearing the halls and corridors of starships. With a specialized

galven coil and prismatic crystal array at the end of the actuating module, blasts from an ACP Array split into a wide spray pattern on exiting the barrel. Though only effective at short ranges, in the narrow passageways and closed spaces of a starship, these weapons can be devastating and are frequently employed by shock troops and pirates during boarding actions.



OK-98 Blaster Carbine

Model 80 Blaster Pistol

DH-X Heavy Blaster Rifle

BLASTECH DH-X HEAVY BLASTER RIFLE

The DH-X from BlasTech is a powerful weapon favored by mercenary soldiers with an appreciation for heavy weaponry. Amongst the largest heavy blaster rifles manufactured by BlasTech, the DH-X can drop most targets with a single shot. However, the power increase means a slower rate of fire. As such, the DH-X fills an important niche between blaster rifles and repeating blasters.

A modified OK-98 (requiring an **Easy [◆] Mechanics check**) increases weapon damage by 2, replacing the option to ignore the first “out of ammo” result. The GM can spend ☉ to have a modified OK-98 catastrophically overheat and explode, inflicting one hit from the weapon (dealing base damage) on the user and destroying the weapon after the attack has been resolved.

SOROSUUB OK-98 BLASTER CARBINE

The OK-98 is unique in that the weapon features slots for two power packs. An onboard computer automatically switches to the second power pack once the first is depleted, so that a user reloads half as frequently as with a typical blaster. Because blasters require such infrequent reloading in the first place, this feature proved to be of secondary concern to most buyers, who were put off by the weapon’s extra weight in comparison to similarly sized carbines. As a result, the OK-98 sold poorly and SoroSuub discontinued production of the model after only six years. The weapon has since found new life on the black market thanks to an illegal modification that allows it to draw from both packs simultaneously. This does enhance the damage output of the weapon, but also wears out several components in a comparably short time. The modification is fairly sensitive, and a poorly-modified weapon can be quite dangerous to the user.

A character using an OK-98 can ignore the first “out of ammo” ☉ result during a combat, just as with an extra power pack, without expending a maneuver.

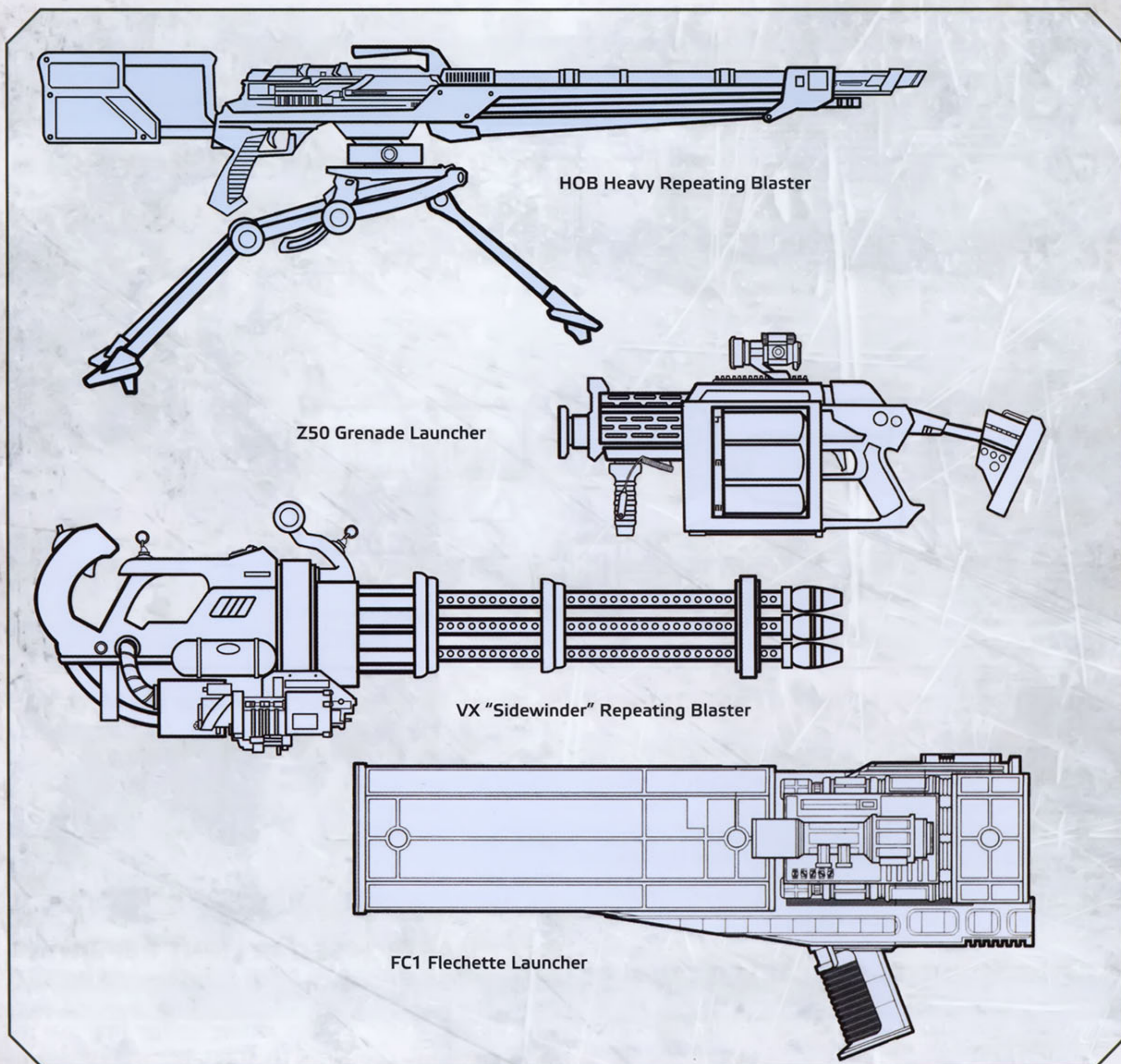
BLASTECH SE-14R LIGHT REPEATING BLASTER

The BlasTech SE-14r, also known as the Imperial repeating pistol, combines the portability and ease of use of a blaster pistol with a high rate of fire. These weapons are carried as side arms by some Imperial officers (including some stormtrooper commanders) and pilots. Manufactured specifically for Imperial forces, some of these weapons inevitably find their way onto the black market, where they fetch a high price.

Due to its high rate of fire, the SE-14r is more likely to run out of ammo during an extended firefight or series of engagements. The GM may spend ☉☉☉ to cause a character’s SE-14r to run out of ammo.

SOROSUUB VX “SIDEWINDER” REPEATING BLASTER

Unlike other repeating blasters, the SoroSuub VX achieves its high rate of fire through the use of five rotating barrels. Each barrel features its own actuating blaster module, galven coil, and crystal housing, distributing wear and preventing excessive buildup of heat on any



one barrel. Though designed for use with its included bipod (see page 188 of the **EDGE OF THE EMPIRE** Core Rules), a wielder with sufficient strength can carry and even fire the weapon on the move, albeit invariably with reduced accuracy. Users who intend to wield the VX in this way often attach a shoulder strap, although even then the weapon requires two hands to wield.

SOROSUUB HOB HEAVY REPEATING BLASTER

The High-Output Repeating Blaster from SoroSuub is a powerful and reliable weapon. Rarely seen outside of military forces, the HOB typically requires a crew of two to operate as an emplaced weapon, though it is possible for an individual of exceptional strength to carry the weapon. Remarkably, despite its high rate of fire and energy draw, the HOB's robust, simple construction makes somewhat easier to repair in the field, and it is amazingly easy to set up and take down. The cost

of this weapon includes a tripod such as that found on page 193 of the **EDGE OF THE EMPIRE** Core Rules. Setting up this tripod weapon requires the crew to spend two preparation maneuvers, plus two more for the tripod.



Mechanics Checks to repair a HOB gain ■.

SLUGTHROWERS

Seldom seen outside of primitive and isolated worlds and cultures, slugthrower weapons use an explosive chemical reaction to propel a round of solid ammunition at high speed. Slugthrowers are almost always less powerful than comparably sized blaster weapons, and suffer from low ammo capacities. A single power pack is much easier to carry and use than a hundred rounds of solid ammunition. Nonetheless, slugthrowers are sometimes used by those living on the edge of the Empire, sometimes out of necessity, sometimes to set themselves apart and build their reputations.

GLUNOK FYR ASSAULT CARBINE

This slugthrower offering from a relatively obscure manufacturer is notable for its high rate of fire. While certainly an effective weapon, its biggest advantage is perhaps also its greatest downfall, as the automatic weapon's high fire rate highlights the problems of ammunition capacity inherent in all slugthrower weapons. In order to make use of the weapon during any sort of extended engagement or operation, the user must weigh himself down with large quantities of ammunition, and reload often.

The GM may spend   to cause a PC's assault carbine to run out of ammo.

XET INDUSTRIES MODEL C "FIVER" SELF-DEFENSE PISTOL

The Xet Model C incorporates a five-round internal cylinder magazine. Even by the standards of slugthrowers, this weapon is time-consuming to reload, as each high-caliber round must be inserted individually. Yet despite its limitations, the Model C is popular with some Hired Guns who find an aesthetic pleasure in its unusual operation. It must be said that the Model C is a dangerous weapon, at least for a slugthrower, with high stopping power due to its large-bore chamber. However, a combatant wielding a Model C must make every shot count if he hopes to triumph over an enemy with a more sophisticated weapon. Most consider this weapon a curiosity at best, a museum piece at worst.

OTHER WEAPONS

Hired Guns tend to use weapons others might consider exotic: flamethrowers, grenade launchers, and flechette weapons. These may not be as common as blasters, but their specialized designs often means they can deal out destruction in effective and unconventional ways.

CZERKA CZ-28 FLAMESTRIKE

A direct and blatant copy of the Merr-Sonn CR-28 flame cannon, the CZ-28 Flamestrike heavy weapon is a powerful flame projector with an effective range double that of standard flame projectors. This weapon is also about twice the size and weight of an ordinary flame projector, and as such is usually vehicle-mounted. However, individuals with the strength to wield it find few weapons as deadly and terrifying to their foes as a CZ-28 Flamestrike.

GOLAN ARMS FC1 FLECHETTE LAUNCHER

The FC1 is representative of most shoulder-braced flechette launchers. This bulky, box-shaped launcher holds four canister tubes, and can fire either anti-

personnel or anti-vehicle flechettes. The weapon fires small missiles designed to detonate close to their target, then shred it with numerous durasteel darts. The standard anti-infantry canister releases hundreds of small flechettes over a wide area, ideal for taking down groups of enemies. Anti-vehicle rounds feature a much smaller number, usually fewer than a dozen, of significantly larger and heavier darts capable of shearing straight through ten centimeters of durasteel plating. The shaped charge of an anti-vehicle cartridge focuses the projectiles over a much smaller area, and is ideal for bringing down repulsorcraft or other light vehicles (especially since the armor-penetrating darts tend to slice through the thick outer armor then bounce around inside the hull, tearing up vital components).

Before firing the FC1, the firer must use the scope's built-in range finder to program a detonation range approximately 10 meters in front of the target for ideal dispersal of flechettes. This guarantees he hits the target with the blast. The anti-vehicle rounds of a flechette launcher have a much narrower spread, making them highly inaccurate against small targets. When used against targets of silhouette 1 or smaller and firing anti-vehicle rounds, the weapon gains the Inaccurate 3 quality.

An FC1 may be loaded with anti-personnel or anti-vehicle rounds, and can fire a total of four shots. Some mercenaries tend to load the FC1 with a mix of both, so that they can respond to any situation. In this case, the character should note what his weapon is loaded with, and use the appropriate profile with each shot. He still has to track total shots as per the Limited Ammo quality.

MALAXAN Z50 GRENADE LAUNCHER

The Z50 from Malaxan Firepower Incorporated is a powerful weapon that can be readily handled by a single user. A grenade launcher fires explosive projectiles that have power equivalent to hand grenades. While less powerful and without the firing options of a missile tube, the Z50 is also much lighter and can be carried more easily. The grenades are also smaller, allowing smaller weapons to carry the same or more shots.

The listed price does not include ammunition. Grenades for a grenade launcher cost the same as equivalent hand grenades, though many merchants offer a 50 percent discount on cases of six. The weapon can fire any grenade, although the grenade launcher projectiles are different than hand grenades (grenade launcher projectiles also cannot be thrown, they must be fired from the grenade launcher). The character should specify what type of grenades he wants when purchasing them. The listed profile for the grenade launcher represents the weapon loaded with standard frag grenades (see the **EDGE OF THE EMPIRE** Core Rulebook, page 160).

TABLE 2-2: MISSILES AND GRENADES

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Grenades									
Inferno Grenade	Ranged (Light)	8	3	Short	1	0	(R) 75	5	Blast 5, Burn 2, Limited Ammo 1
Concussion Grenade	Ranged (Light)	10	5	Short	1	0	(R) 100	5	Blast 8, Concussive 2, Disorient 5, Limited Ammo 1
Ion Grenade	Ranged (Light)	10	5	Short	1	0	65	4	Blast 7, Disorient 5, Stun Damage (Droid Only), Limited Ammo 1
Plasma Grenade	Ranged (Light)	12	3	Short	1	0	125	6	Blast 10, Limited Ammo 1
Heavy Frag Grenade	Ranged (Light)	9	4	Short	1	0	(R) 75	5	Blast 7, Limited Ammo 1, Cumbersome 2
Portable Missiles									
Concussion	Gunnery	14	4	Extreme	–	–	200	8	Blast 10, Concussive 3, Disorient 5, Guided 2
Fragmentation	Gunnery	12	4	Extreme	–	–	75	7	Blast 12, Guided 3
Plasma	Gunnery	16	3	Medium	–	–	(R) 160	8	Blast 14, Cumbersome 3, Inaccurate 1, Pierce 2
Incendiary	Gunnery	10	3	Extreme	–	–	(R) 145	7	Blast 10, Burn 3, Guided 2

GRENADES

While the ubiquitous frag grenade comes first to mind for many sentients, there actually exists a bewildering array of varied grenade types. The following grenades are available both as hand grenades and as ammunition for a grenade launcher. When purchased as thrown weapons, each grenade comes with a timer that can be set to explode on impact (when thrown), up to three rounds after being activated, or via pressure switch that—once released—detonates the grenade.

A grenade launcher can be loaded with any type of grenade. The grenade launcher then uses the grenade's damage and critical rating instead of the listed damage and critical rating and replaces the Blast, Guided, Pierce, Breach, Concussive, Disorient, Ensnare, and Burn qualities (if it had them) with the qualities listed in the grenade's profile.

MERR-SONN D-24 INFERNO GRENADE

Restricted to military use or banned entirely on most worlds, the D-24 Inferno Grenade detonates in a fiery blast that inflicts terrible wounds and collateral damage. The extreme heat of the blast easily ignites flammable materials in the vicinity, causing unpredictable destruction far past the grenade's initial use. An inferno grenade causes chaos and panic amongst targets. The indiscriminate and fearsome nature of the weapon ensures only the most ruthless mercenaries and killers employ it.

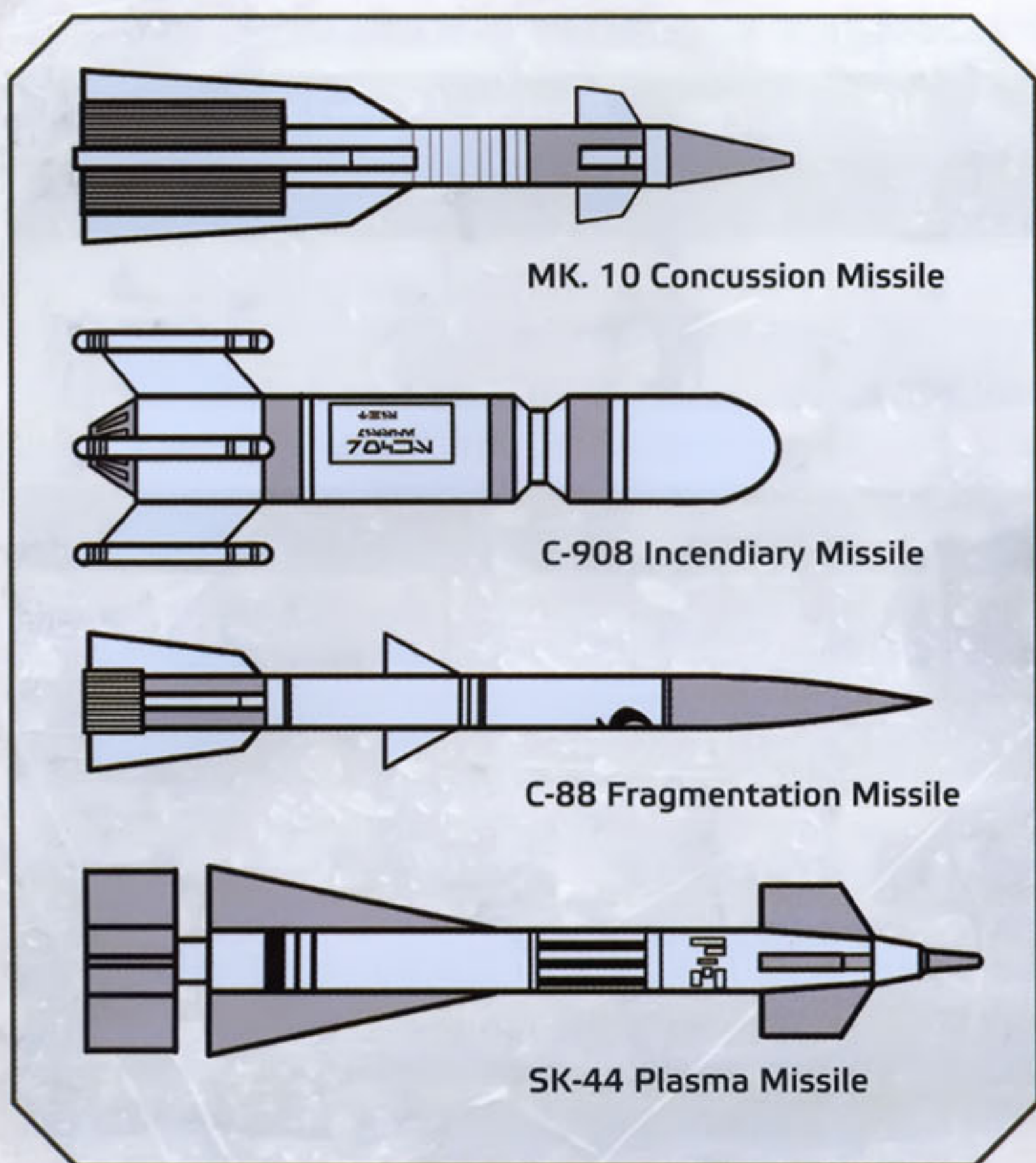
MERR-SONN G2 CONCUSSION GRENADE

Concussion grenades are powerful hand-held bombs that release a debilitating shockwave over the surrounding area. The detonation of a concussion grenade is strong enough to maim or even kill an unarmored target, while the shockwave released can incapacitate any foes within the grenade's blast radius. Some concussion grenades are designed to simply kill, while others focus on incapacitation. The G2 is an example of the latter, designed to disorient any foes it does not eliminate.

If the user activates a concussion grenade's Disorient quality, the Disorient quality affects all characters at short range from the target (even if they are not damaged by the weapon).

KIRGO BLASTWORKS LIGHTNING 22 ION GRENADE

The detonation of an ion grenade is much like the blast of an ion gun. The advantage of an ion grenade is that all droids caught in the blast radius are affected, allowing the user to disable multiple mechanical targets at once. Great care must be taken in the vicinity of important technology. Many starship captains refuse to allow ion grenades aboard their vessel, even when providing transport to heavily armed mercenaries.



KIRGO BLASTWORKS NOVA40 PLASMA GRENADE

A plasma grenade contains a store of blaster gas comparable to the load of a blaster pistol. When primed, an XCiter unit converts the gas to a highly energetic state. After three to sixty seconds, as selected by the user, the grenade activates the gas with a laser charge, detonating in highly explosive fashion. The resulting explosion is very similar in appearance and effect to a blaster bolt, but more powerful than even a heavy blaster and dispersed over a much larger area.

GOLAN ARMS MK.4 HEAVY FRAGMENTATION GRENADE

Sporting a stronger detonite charge and larger surface area than other frag grenades, Golan Arms' heavy fragmentation grenade yields a consequently larger and more powerful blast, with a greater quantity of shrapnel dispersed over a wider area. Typically, only very large and physically strong individuals carry heavy frag grenades in lieu of standard models, as the increased bulk and weight is a not-inconsiderable hindrance for most users.

PORTABLE MISSILES

While proton missiles are the most common missiles fired from shoulder launchers, a huge variety of warheads have been developed over the years to fulfill numerous purposes. The profiles given on **Table 2-2 Missiles and Grenades** reflect the differences between individual missiles, not different missile tubes. A missile tube can be loaded with any of the following

missiles. The missile tube then uses the missile's damage and critical rating instead of the listed damage and replaces the Blast, Guided, Pierce, Breach, Concussive, Disorient, Ensnare, and Burn qualities (if it had them) with the qualities listed in the missile's profile.

GOLAN ARMS MK.10 CONCUSSION MISSILE

Like their hand-held grenade counterparts, concussion missiles unleash a powerful blast and accompanying shockwave strong enough to incapacitate or injure targets outside of the initial blast radius. Numerous varieties of concussion missiles are available from different manufacturers, with some advertised as a non-lethal countermeasure, and others as anti-armor weapons. The Golan Arms Mk.10 is an anti-personnel weapon.

If the user activates a concussion missile's Disorient quality, the Disorient quality affects all characters at short range from the target (even if they are not damaged by the weapon). If the user activates a concussion missile's Concussive quality, the Concussive quality affects all characters engaged with the target (even if they are not damaged by the weapon).

MERR-SONN C-88 FRAGMENTATION MISSILE

Designed for use against infantry rather than vehicles, a fragmentation missile functions much like a typical frag grenade, scattering shards of metal over a wide area, shredding tissue and shattering bone. Frag missiles are absolutely deadly to unarmored or lightly armored targets, and pose a considerable threat even to those protected by battle armor.

MERR-SONN SK-44 PLASMA MISSILE

When primed, a store of high-energy gas within the plasma warhead is converted into a highly volatile plasma state. The operation of a plasma missile is actually very similar to that of a blaster, and the resulting detonation is not unlike the impact of a blaster bolt, albeit magnified tenfold. The trade-off of this weapon is that the unstable warhead detonates after a brief flight time whether it hits its target or not, making the effective range relatively short.

MERR-SONN C-908 INCENDIARY MISSILE

Combining the fury of a flame projector with the range and power of a missile, an incendiary missile is a devastating weapon capable of wiping out entire squads of infantry in a single blast. Some Hired Guns enjoy the particularly powerful effect of an incendiary missile on their enemies' morale. Few sights are as demoralizing as that of a missile incinerating one's comrades in a single fiery instant.

TABLE 2-3: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Brawl Weapons									
Blast Knuckles	Brawl	+4	4	Engaged	2	0	(R) 500	6	Inaccurate 1
Vamblade	Brawl	+1	3	Engaged	2	1	500	4	Defensive 1
Vibroknucklers	Brawl	+1	2	Engaged	1	0	350	4	Pierce 1, Vicious 1
Melee Weapons									
Ryyk Blade	Melee	+2	2	Engaged	3	3	400	8	Cumbersome 3, Defensive 1, Superior
Therm-Ax	Melee	+2	3	Engaged	4	3	(R) 850	5	Burn 2, Sunder, Vicious 1
Vibro-Greatsword	Melee	+3	2	Engaged	4	3	900	6	Defensive 1, Pierce 2, Vicious 2

BRAWL WEAPONS

Some Hired Guns (particularly Enforcers) prefer to fight with their fists. Brawling weapons augment their blows, turning a simple punch into something lethal.

OUTLAWTECH BLAST KNUCKLES

This unusual weapon consists of a heavy, armored glove incorporating what amounts to a light blaster pistol on the back of the wearer's hand. Impact-sensitive plating across the knuckles fires the blaster when the wearer lands a punch, delivering a devastating blast. While these weapons are undeniably effective, they are also dangerous for the wielder. Despite the fact that the impact-plating supposedly also shields the user, only the very brave or very reckless embrace the idea of a blaster impact just scant centimeters from their fingers. Even the toughest fighters can only withstand repeated blaster impacts on their knuckles for so long.

When using blast knuckles, every successful hit inflicts 1 strain on the wielder (in addition to any strain suffered due to check results). Blast knuckles cannot deal damage to a target's strain threshold.

PRAX ARMS S-1 VAMBLADE

Falling somewhere between brass knuckles and a sword, vamblades are dagger-length blades extending from durasteel vambraces, which provide a degree of protection to the wielder's forearms in a knife fight, as well as mounting the blade itself. The S-1 from Prax Arms includes a magnetic locking mechanism, allowing the user to retract or extend the blade with a simple flick of his wrist. When retracted, the blade can easily be hidden under a heavy coat, robe, or similar garb, making these weapons a favorite of assassins.

Wrist blades are designed to be worn as a pair, and open up a whole range of combat options when used thus by a properly-trained fighter. When used

as a pair, wrist blades gain the Sunder and Accurate 1 weapon qualities. (This applies even if they are not used with two weapon combat rules to gain an additional hit.) Vamblades cannot deal damage to a target's strain threshold.

CZERKA VIBROKNUCKLERS

For those who like to let their fists do the talking, a set of vibroknucklers can ensure the last word. Worn like the more common brass knuckles, a small blade running the length of the wearer's knuckles vibrates at an ultrasonic rate when the user clenches his fist. Without changing his fighting style, a brawler equipped with vibroknucklers can easily inflict horrific and fatal wounds with simple punches.

Add ■ to attempts to locate vibroknucklers concealed about an individual's body. Vibroknucklers cannot deal damage to a target's strain threshold.

MELEE WEAPONS

Though blasters are the dominant weapon of the galaxy, there is no shortage of melee weapons in use. Ritual or tradition, simple practicality, or the thrill of visceral, close-quarters combat are all reasons Hired Guns may resort to a knife or ax.

RYYK BLADE

The traditional melee weapon of the Wookiees, a Ryyk blade is a heavy, single-edged sword useful for clearing away both brush and enemies in the thick jungles of Kashyyyk. Though the weapon has changed little over the millennia, many Wookiees prefer the weapon of their ancestors to more technologically-advanced vibro-weapons.

The damage from the Superior quality is included in the profile.

SOROSUUB MODEL 7 THERM-AX

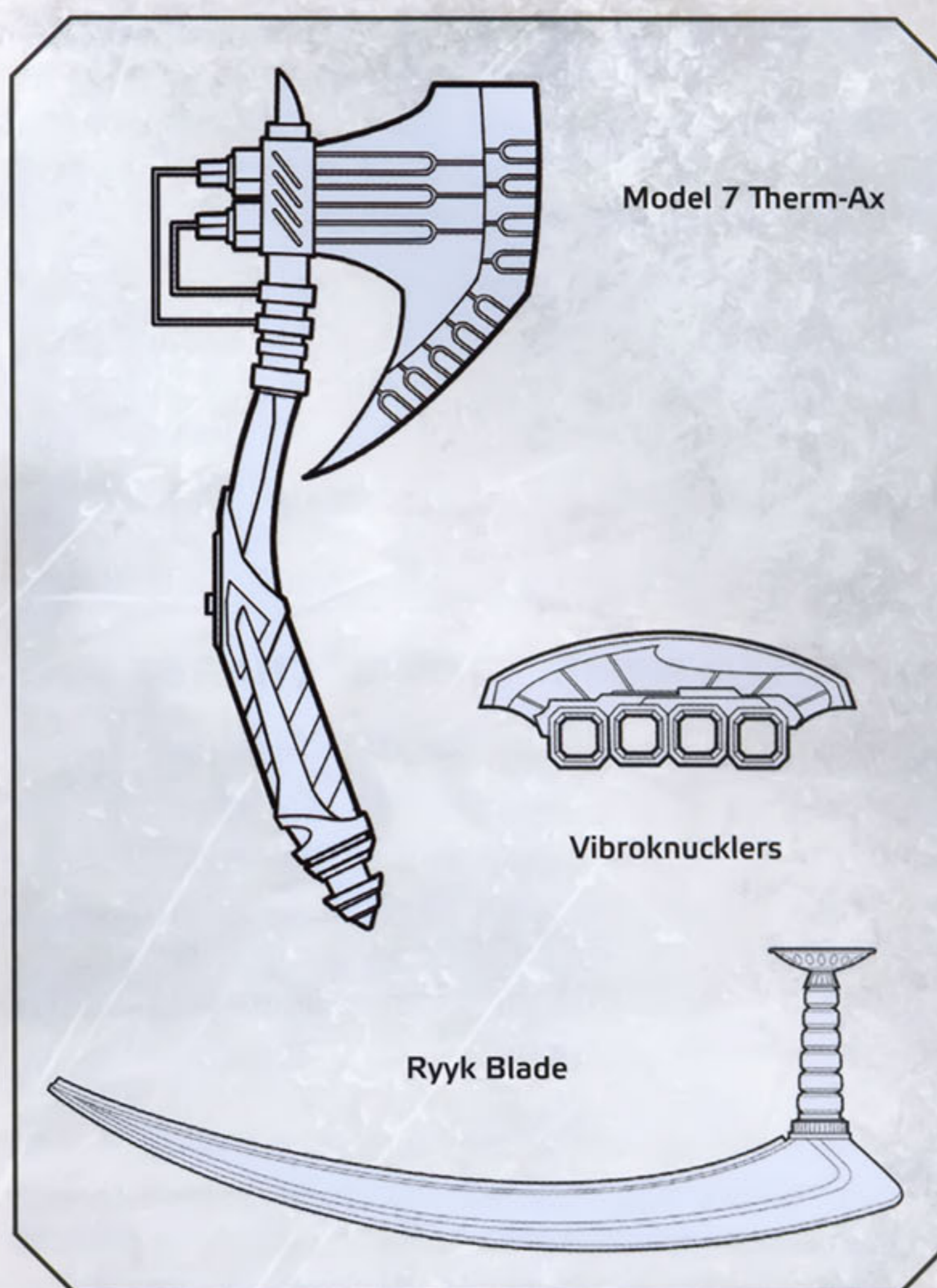
Though similar in appearance to a vibro-ax, the SoroSuub Model 7 operates on very different principles. The ax head is crafted from a superconductive durasteel alloy, with thermal coils concealed just beneath the surface, running to the power supply located under the blade. When activated, the ax blade quickly reaches temperatures in excess of 500 degrees. Even a glancing blow or near miss can ignite flammable materials, while a direct hit can incinerate flesh. Those wielding the weapon usually don heat-resistant garb, as their proximity to the blade can otherwise be quite unpleasant.

A therm-ax requires two hands to wield.

CZERKA "CZERHANDER" VX VIBRO-GREATSWORD

The Czerka model VX is similar to other vibroswords, but with a much longer, heavier blade and an extended hilt accommodating a two-handed grip. Many skilled swordsmen favor the "Czerhander," which rivals a vibro-ax for hitting power, while granting the wielder greater control. The well-balanced blade allows for effective parrying, despite its size and weight.

A vibro-greatsword requires two hands to wield.



NEW ARMOR

Though armor is less ubiquitous across the galaxy than weaponry, manufacturers have nonetheless produced a staggering array of different types and makes. Hired Guns are especially likely to wear armor, for their work by its very nature puts them in harm's way on a regular basis. Many mercenaries and paid killers seek armor that balances protection and maneuverability, while others desire the best protection possible, no matter how much it may slow them down.



BEAST-HIDE WARRIOR'S ARMOR

Blasters and other advanced weapons can make a mockery of even the most sophisticated armor. Perhaps it is because of this that some warriors use the same primitive armors that have been used across the galaxy for countless millennia. For some individuals, their choice of armor is made to send a message rather than for practical purposes. Armor made from the tanned hides or heavy furs of wild beasts and covered in claws and teeth is a common sight on many backwater worlds,

TABLE 2-4: ARMOR

Type	Defense	Soak	Price	Encum	Hard Points	Rarity
Beast-hide Armor	0	1	300	3	0	2
Charge Suit	0	2	2,000	3	0	6
Flak Vest	0	1	300	3	1	2
Powered Armor	1	3	(R) 9,000	3	3	9
Protector 1 Combat Armor	1	2	(R) 5,500	4	3	7
Steelskin Armor	0	3	(R) 6,500	8	1	7




but is also worn by some spacers who wish to demonstrate their own ferocity. Whether worn as a reminder of home or crafted from the skin of a ferocious animal slain during their travels, such a suit of armor marks the wearer as a predator among predators.

When wearing beast-hide armor, the character gains automatic  on Coercion checks and automatic  on Charm checks. The GM may determine that this armor provides different benefits or detriments depending on the situation. The wearer of the armor may be barred from high society events on Coruscant, but automatically invited to similar events on a Rim world, for example.

CORELLIAN ARMS "STORM" CHARGE SUIT

The "Storm" Charge Suit offers protection similar to other makes of padded armor, but offers several unique features. The padding that makes up most of the armor is highly resistant to electrical energy. While this doesn't offer any additional protection against blasters, it ensures that the wearer suffers no ill effects from the electro-conductive wiring that girds the entire suit. When switched on, the entire suit hums with energy. Any enemy who comes into direct contact with the suit suffers a jolt comparable to a lower-end stun blaster. When struck, the electrical discharge is likely to force an assailant with a plasteel or similarly conductive

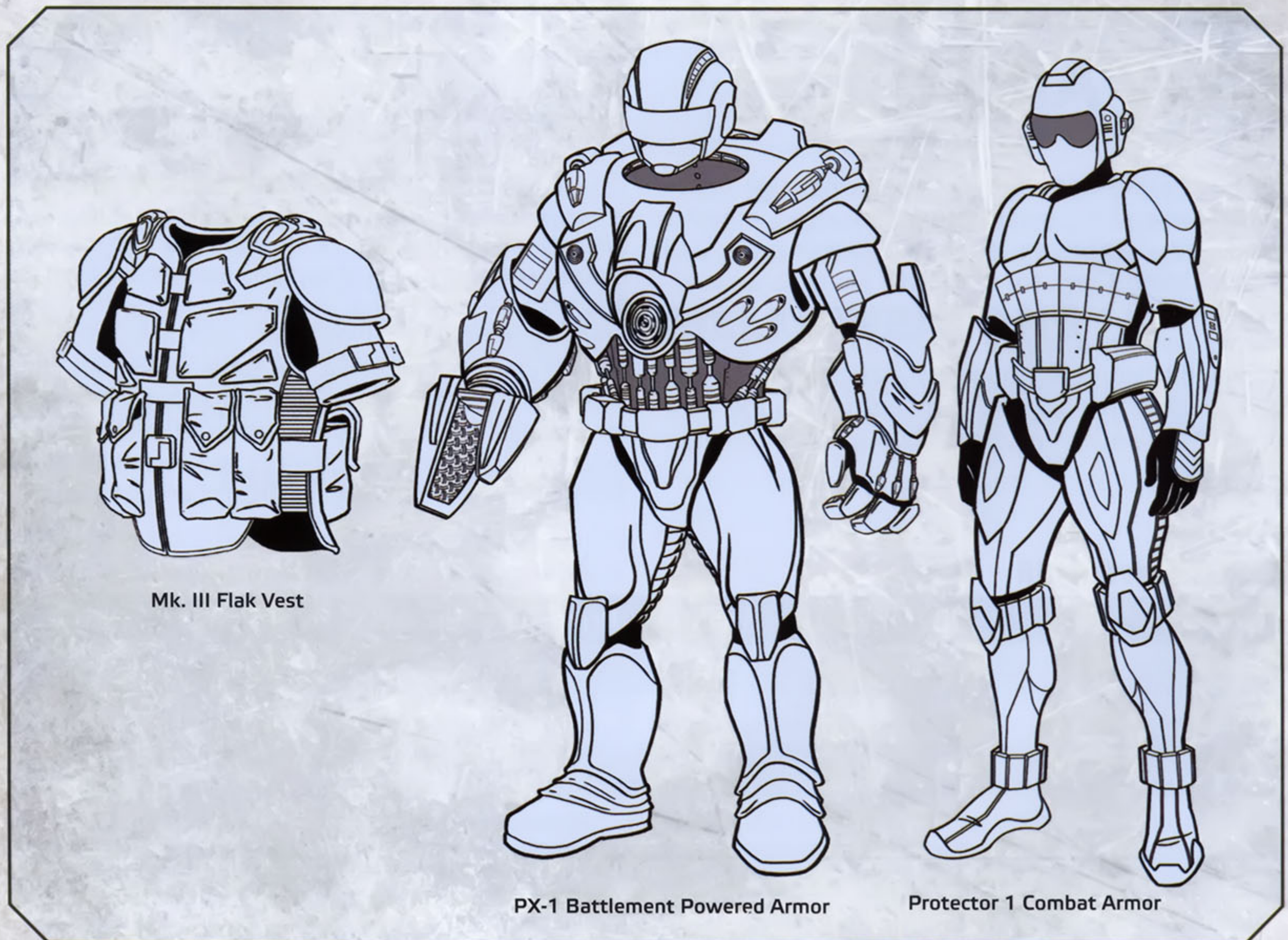
weapon to drop it, and may even incapacitate him. This armor is a mainstay of riot police within the Corporate Sector, but finds its way into the hands of mercenaries and bounty hunters as well.

If the wearer of the charge suit is hit by a melee attack and the attack generates , the attacker is automatically hit by an attack dealing 8 damage. This damage is applied to the target's strain threshold. If the attack generates  , the attacker is disoriented for one round. Wearing a charge suit counts as being equipped with shock gloves (Brawl; Damage +0; Critical 5; Range [Engaged]; Stun 3).

PACNORVAL DEFENSE SYSTEMS MK. III FLAK VEST

The Mk. III flak vest from Pacnorval Defense Systems is a basic jacket consisting of light durasteel plates under layered ballistic fabric. Flak vests are designed to protect against shrapnel and heat such as that created by frag grenades, and offer only limited protection against direct hits. Flak vests are almost useless against blasters, and as such are seldom seen outside of security forces expecting little resistance and backwater worlds.

This armor gains +1 soak when the wearer suffers damage from the Blast quality.



ARAKYD INDUSTRIES PX-11 "BATTLEMENT" POWERED ARMOR

The PX-11 "Battlement" from Arakyd Industries exemplifies powered armor suits. The PX-11 is a fully-enclosed suit of heavy durasteel armor, motivated by synthetic muscle fiber bundles and nano-hydraulics. Despite the armor's weight, the powerful mechanical musculature actually increases his strength.

The suit forms a vacuum-sealed life support system, allowing the wearer to survive in a vacuum or toxic environment for up to one hour. The suit's helmet incorporates a comlink as well as sophisticated optical and auditory sensors, allowing the wearer to deduct ■ ■ from all Perception, Surveillance, Vigilance, and combat skill checks due to darkness, smoke, or similar environmental factors that obscure vision. PX-11 armor suit charge packs supply enough power for 12 hours of use.

In addition to its protective value, the armor increases the wearer's Brawn by 1 while wearing the armor. This does not increase his soak or wound threshold. The wearer also gains +1 rank of the Athletics skill as long as he is wearing the armor. The listed encumbrance value assumes the armor is powered. If a Battlement suit loses power or ceases to function for any reason, its encumbrance becomes 12, its defense becomes 0, and the wearer loses the Brawn increase. Equipping the armor without assistance takes five minutes. Assistance cuts this time in half.

TAGGECO. PROTECTOR 1 COMBAT ARMOR

The Protector 1 from the Tagge Company is representative of an entire class of heavy battle armor, consisting of strong durasteel plates over a ballistic mesh suit. The armor plates of the Protector 1 are not as all-encompassing as some suits of battle armor, trading a negligible amount of protection for increased mobility and lighter weight than similar armor suits. The positions of the plates distribute weight evenly, and the mesh-weave visible between the plates is still resistant to glancing hits. Overall, many mercenaries and soldiers find the Protector 1 to be an ideal trade-off between protection and mobility.

LORONAR CORPORATION MK.II "STEELSKIN" ANTI-CONCUSSIVE ARMOR

Some of the heaviest non-powered personal armor on the market, Steelskin armor is illegal on most worlds and sure to draw significant attention in even the roughest of Outer Rim settlements. The sheer weight of the armor deters many potential users, and only the most physically able of warriors can wear it for any amount of time.

All Brawn- and Agility-based checks while wearing Steelskin armor gain ■. Whenever the bearer is staggered or disoriented from a weapon quality, reduce the rounds staggered or disoriented by 1.

WEAPON AND ARMOR ATTACHMENTS

Tinkerers, weapon-techs, and other mechanically-inclined types are always looking for ways to increase the effectiveness of weapons. The following attachments follow the rules for installation and modification found on page 187 of the **EDGE OF THE EMPIRE** Core Rules.

WEAPON ATTACHMENTS

Although a Hired Gun may not be a skilled tinkerer when it comes to weapon modification, many ensure their personal weapon has been modded to meet their specific needs.

ARAKYD 900 GENE-LOCK

Some sentients form a great attachment, even a bond with their weapon, and take steps to ensure that no other can use it. For this, or for more practical reasons, some individuals have their weapon modified so that it only functions in their hands. This is accomplished through a gene-lock: a system featuring a computer that, once loaded with the user's

genetic code, samples and scans the DNA of any individual who picks up the weapon. If his genetic profile does not match the weapon's designated user, the computer locks down the weapon and prevents it from firing.

This upgrade is most relevant for ranged weapons, but it is possible to gene-lock a vibroblade or similar weapon. In this case, an unauthorized user can still wield the weapon as a basic sword, etc., but any technological components such as a vibro-motor cease to function. This attachment can be applied to any hand-held weapon.

Base Modifiers: The weapon functions only in the hands of its authorized owner.

Modification Options: Self-destruct. The weapon detonates if an unauthorized user tries to fire it, inflicting one Critical Injury on the wearer (roll normally to determine the Critical Injury). The weapon is destroyed if it self-destructs.

Hard points Required: 1.


Cost: 500 credits.

TABLE 2-5: WEAPON AND ARMOR ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Weapon Attachments				
Gene-Lock	500	-	1	7
Laser Sight	500	-	1	5
Pistol Grip	400	-	1	3
Secondary Missile System	3,000	+3	3	6
Wrist Mount	275	-	2	5
Armor Attachments				
Integrated Med-Systems	2,500	+1	2	7
Weapon Mount	1,000	-	2	6
Comlink	200	-	0	1
Integrated Scanner	1,000	-	1	4
Range Finder	1,500	-	1	6
Targeting System	3,000	-	1	7

SOROSUUB "BANTHA'S EYE" LASER SIGHT

An extremely simple gun sight, a laser sight emits a low-power light beam to place a visible "dot" that marks the weapon's precise target. A laser sight can help even an amateur shooter hit a target. One drawback to this upgrade is that the laser can alert an otherwise unaware target to the shooter. For these reasons, laser sights are rarely used by sharpshooters and snipers. This attachment can be used with any Ranged (Light) or Ranged (Heavy) weapon that do not possess the Blast quality.

Base Modifiers: Gain automatic  on successful combat checks with this weapon.


Modification Options: None.

Hard points Required: 1.

Cost: 500 credits.

CZERKA H9 PISTOL GRIP

A pistol grip replaces the stock or other grip on a long arm with one like that of a pistol, allowing it to be fired one-handed. Most blaster rifles feature a pistol-like grip by default, in which case this attachment makes additional modifications to make the weapon better-suited to one-handed use. This attachment can be used with any Ranged (Heavy) blaster rifle, blaster carbine, or slugthrower that does not possess the Cumbersome quality.

Base Modifiers: The weapon's skill changes to Ranged (Light), but add  to any combat check made while firing the weapon one-handed. The weapon's range is reduced to medium if longer.

Modification Options: None.

Hard points Required: 1.

Cost: 400 credits.

SOROSUUB "FINAL WORD" SECONDARY MISSILE SYSTEM

This uncommon attachment provides the user with the option for a single explosive attack, useful either as a last resort or as an opening salvo. The attachment holds a single rocket. This attachment can be used with any rifle that uses the Ranged (Heavy) skill.

Base Modifiers: Enables the weapon to fire rockets or missiles. This uses the missile's profile (including range) and requires the Gunnery skill to use. Adds Cumbersome (+2) quality to the weapon, and increases encumbrance by +3. Remember, missiles have Limited Ammo 1, so the launcher must be reloaded.

Modification Options: None.

Hard points Required: 3.

Cost: 3,000 credits.

CORELLIAN ARMS MODEL 2 WRIST MOUNT

Originally developed to allow species without opposable thumbs to use pistols, a wrist mount ensures that the user always has a weapon ready while keeping his hands free. Many users choose wrist mounts as a way to pack further firepower, while it is simply an aesthetic choice for some. Wrist-mounted weapons can be fired with a pressure-sensitive palm trigger, a particular wrist motion, or even by neural link. This attachment can be applied to any Ranged (Light) weapon.

Base Modifiers: The weapon can be worn on the user's wrist, allowing him to use his hands without interference.

Modification Options: None.

Hard points Required: 2.

Cost: 275 credits.

ARMOR ATTACHMENTS

In addition to its protective value, armor offers numerous benefits when outfitted with the right systems and attachments. Many users choose their armor primarily for its capacity to mount tools and useful systems, with its defensive qualities as a secondary consideration. The following attachments follow the rules for installation and modification found on page 187 **EDGE OF THE EMPIRE** Core Rules.

ATHAKAM MEDTECH SMARTMED 2000 INTEGRATED MED-SYSTEMS

For some, it is not enough for their armor to simply prevent injury—it must lessen the effects of those wounds they do suffer. Integrated med-systems range from automated stim-injectors to sophisticated medical computers and full-body bacta baths. Though they can never replace a doctor or medical droid, these med-systems can keep the user alive long enough to get proper treatment, or to continue fighting despite his wounds. This attachment can be added to any armor that covers the majority of the wearer's body, subject to the GM's discretion.

Base Modifiers: Once per session, the user may activate the attachment as an incidental, counting as one use of a stimpack. Additionally, all Medicine checks made to heal the wearer gain \square .

Modification Options: 2 All successful Medicine checks made

to heal wounds the wearer is suffering heal one additional wound Mods.

Hard points Required: 2.

Cost: 2,500 Credits.

MERR-SONN VX HANDS-FREE WEAPON SYSTEM

By modifying his armor to mount one or more weapons, a spacer can keep his hands free for whatever unexpected needs might arise in combat—or just to carry more weapons. While few weapons are intended for such use, most can be modified to mount on a properly-equipped suit of armor. The difficult part is modifying the weapon so that it can be aimed and fired hands-free. Methods range from voice-activation to a pressure-sensitive glove activated by certain hand movements to a direct neural link. Such systems almost always incorporate a sophisticated targeting computer or retinal tracking mechanism. The most common location for the weapon mount is on the shoulder, though other areas are possible.

A weapon must also be modified in order to be armor-mounted, requiring one hard point. This attachment can mount any Ranged (Light) or Ranged (Heavy) weapon with an Encumbrance of 4 or less, subject to the GM's discretion.

Base Modifiers: Mounts a single weapon on the armor, allowing the wearer to aim and fire it without using his hands or arms.

Modification Options: None.

Hard points Required: 2.

Cost: 1,000 Credits.

CHEDAK COMMUNICATIONS MULTI-BAND COMLINK

It is common practice to incorporate a long-range comlink into a helmet. Many military or otherwise advanced helmets include a comlink as standard, and it is a fairly simple procedure to attach one to nearly any helmet. Some helmet comlinks are activated by tapping a button on the exterior of the helmet or somewhere else on the armor, while others are activated by voice or even a particular head motion.

Base Modifiers: A long-range comlink (see page 171 of the **EDGE OF THE EMPIRE** Core Rules) is integrated into the helmet.

Modification Options: None.

Hard points Required: 0.

Cost: 200 Credits.



CRYONCORP OMNISCAN 3 INTEGRATED SCANNER

Warriors must be aware of their surroundings at all times, and ready to respond to any threat. Because a hand-held scanner both requires the user to direct his attention to it and restricts his weapon use, it is common for military forces to integrate scanner systems into helmets. As usual, many Hired Guns follow suit, particularly those with a military background. Most integrated scanner systems utilize a heads-up display, projected on the inside of the helmet's visor. Some systems include a retractable mono-visor that extends only while the scanner is in use.

Base Modifiers: While wearing his helmet, the user benefits from a general purpose scanner (see page 175 of the **EDGE OF THE EMPIRE** Core Rules) and adds to Perception checks made to detect movement or hidden enemies.

Modification Options: 1 Skill (Perception) Mods.

Hard points Required: 1.

Cost: 1,000 Credits.

TAGGECO MB-7 "RANGER" RANGE FINDER

A system incorporating a simple computer and visual sensors, a range finder calculates the distance to any spot in the user's field of vision, feeding him precise information to a visor HUD. With this information, the wearer can push his weapon to its limits, while knowing when to hold his fire on an impossible shot. The most sophisticated systems interface directly with the user's weapon for increased effect.

Base Modifiers: Innate Talent (Sniper Shot).

Modification Options: 1 Innate Talent (Sniper Shot) Mod.

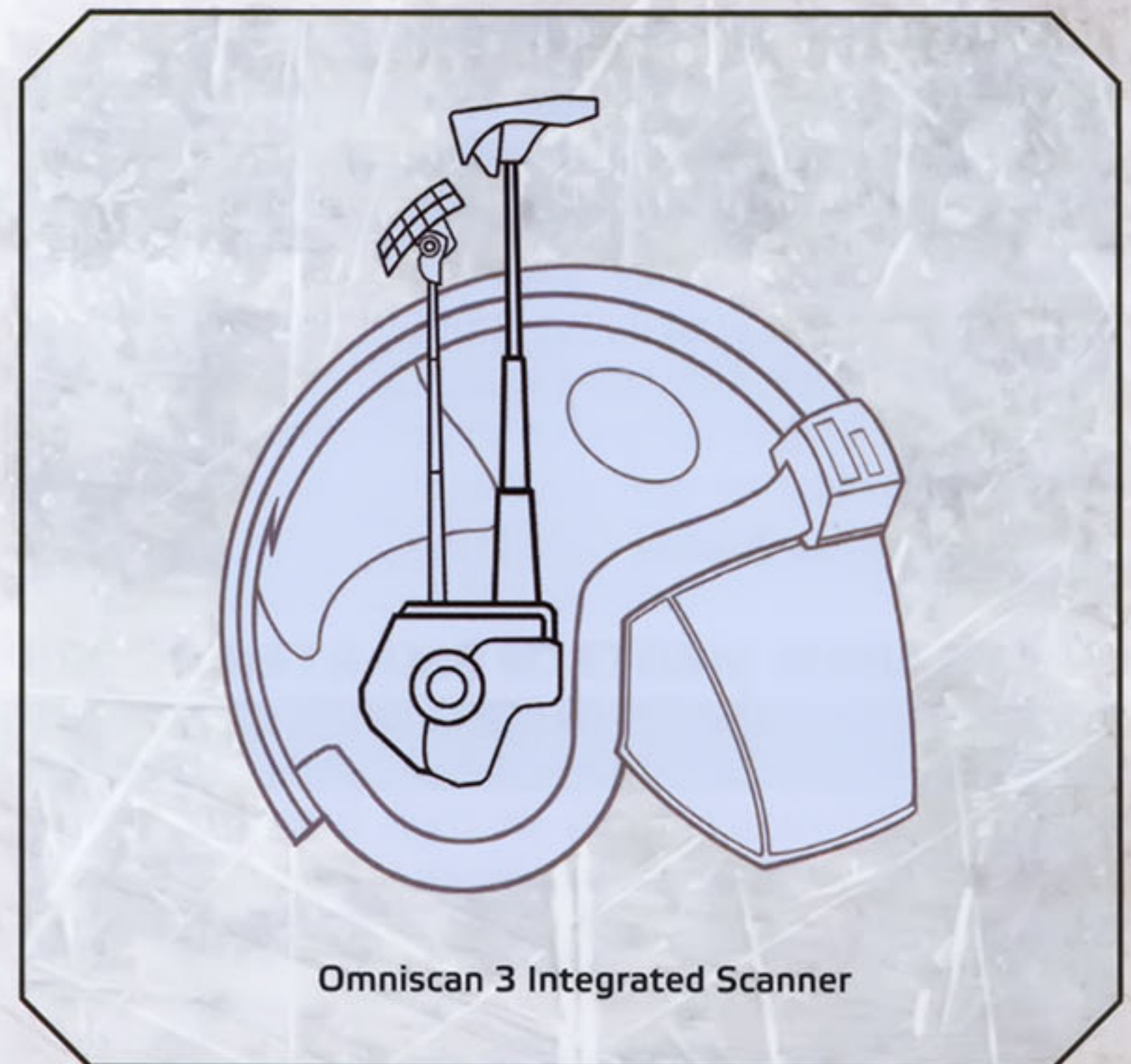
Hard points Required: None.

Cost: 1,500 Credits.

EXPLOSIVES

As long as someone has known how to make explosives in the galaxy, someone else has been using those explosives to destroy things. Whether for demolitions, military use, or even legitimate mining and industrial jobs, explosives can be purchased throughout the galaxy.

Explosives are not technically weapons, although they can be used as such. However, they do have profiles that share some similarities to weapons. The profile of an explosive charge (a single unit of a given explosive) possesses the following characteristics:



INDUSTRIAL AUTOMATON "ACCU-STRIKE" INTEGRATED TARGETING COMPUTER

Complex and sophisticated attachments, targeting systems integrate an advanced targeting computer and sensor suite, providing a constant stream of data to the user. Depending on the model, this information may be delivered by audio or on a visor HUD. Some particularly advanced systems incorporate small vibro-motors installed in the armor's gloves or gauntlets and wired to the helmet system, which subtly adjust the user's hands to enhance accuracy.

Base Modifiers: The user adds to all Ranged attacks at long or extreme range.

Modification Options: 1 Innate Talent (Natural Marksman) Mod.

Hard points Required: 1.

Cost: 3,000 Credits.

NAME

The name of the explosive or explosive device.

BASE DAMAGE

The damage from one charge of explosive. If unspecified, one "charge" generally equals one kilogram of the explosive compound.

ADDITIONAL DAMAGE

The damage added by additional charges of explosive. Many explosives consist of multiple charges

TABLE 2-6: EXPLOSIVES

Name	Base Damage	Additional Damage	Encum	Price	Rarity	Blast Radius
Baradium	3	+1	2	(R) 750	5	Long
Detonite	15	+10	2	50	2	Short
Plasma	9	+6	2	(R) 200	5	Medium
Proton Grenade	10	varies	1	60	4	Short

rigged into a single device. Although the additional damage dealt is seldom more than the base damage, the combined blast of multiple charges can prove to be exceedingly potent.

Rigging multiple charges together is part of the Mechanics check made when constructing the explosive device. The maximum size of an explosive is left up to common sense and the GM's decision.

ENCUMBRANCE

The encumbrance of one charge of the explosive.

PRICE

The price for one charge—or kilogram—of the explosive. An (R) next to the price means the explosive is restricted and cannot be bought on the open market.

RARITY

The rarity of the item, before modifiers (see page 149 of the **EDGE OF THE EMPIRE** Core Rulebook).

BLAST RADIUS

The range of the explosion. All explosives deal damage to all targets within the blast radius of the device. Many explosives have a blast radius of engaged, but some particularly powerful explosives have a wider radius. If the device contains a great deal of individual charges, the GM may increase the blast radius if he sees fit.

All explosives use the Mechanics skill to rig and set up. The difficulty of the check (unless specified otherwise) is **Easy** (◆), +1 difficulty per additional charge in the device. ★ scored on the check increase the damage dealt by the device when it detonates by +1 per ★. Failure generally means the charge has been improperly placed or set up. The consequences of this are up to the GM, but by default, this means the bombs explode but do not damage their intended target, or the detonator fizzles and the device does not even detonate. Explosives do not have a critical rating, and simply inflict damage or hull trauma. Some particularly powerful explosives use planetary scale rather than personal scale.

TYPES OF EXPLOSIVES

A list of some common explosives in *Star Wars* can be found in **Table 2-6: Explosives**. Full descriptions can be found here.

TARASCII EXPLOSIVES BARADIUM CHARGE

Baradium is one of the most dangerous and volatile explosives used in demolitions. The synthetic mineral is best known for being used in thermal detonators. However, baradium can be detonated independently, although these devices are inevitably highly volatile. A large enough baradium charge can level a small town, and incorrectly constructing one can prove to be the brief and fiery end to a demolitionist's career.

Baradium weapons deal damage on planetary scale, but their blast radius is measured in personal scale. If the demolitionist generates ☹ when setting up the device, it detonates immediately, dealing the device's damage (base plus additional damage) to everything in the current blast radius. Anything engaged with the device when it detonates should add +50 to any subsequent critical injury or critical hit rolls.

MESONICS DETONITE CHARGE

Detonite is a powerful explosive used for demolitions work—and for sabotage. A detonite charge is not a weapon per se, and is not intended for use in combat situations. However, detonite charges are often used to set traps, and some sentients mine the site of an expected confrontation to gain the advantage. Detonite requires a trigger mechanism to set off, and each charge comes with a simple trigger that can be detonated via comlink or timer (times can be from one hour to one second).

TARASCII EXPLOSIVES PLASMA CHARGE

These destructive devices generate high-temperature plasma shockwaves. The shockwaves shatter anything nearby, and what is not destroyed by the shockwaves is incinerated by the searing heat.

Plasma charges have the Burn 1 quality, and the quality increases by +1 for every additional charge.

MESONICS PROTON GRENADE

Frequently used for demolitions work and in boarding actions, proton grenades are extremely powerful devices that rely on the same technology as the warheads of proton torpedoes, albeit on a much smaller scale. Nevertheless, proton grenades are exceeded only by thermal detonators for sheer destructive power in a hand-held package. Proton grenades feature a magnetic clamp and directed charge, so that they are better suited to breaching bulkheads or destroying facilities than as anti-personnel weapons. The devices

are also highly prized in demolitions work because of the sympathetic qualities of the blast. Multiple grenades correctly linked together produce a much more powerful blast than each grenade separately.

When setting up an explosive device using proton grenades, the second grenade adds +20 damage, the third adds +30, the fourth adds +40, and the fifth adds +50, for a total of 150 damage for five grenades. After the fifth grenade, additional grenades do not add additional damage, but do increase the blast range by one range band per additional grenade.

GEAR AND EQUIPMENT

The following are gear and equipment options useful to Hired Guns (and other fringers as well). In general, this gear tends towards field and survival equipment, or other items useful to soldiers.

COMMUNICATIONS

Reliable and effective communications are key to successful military operations. Military com gear tends to be bulky, cumbersome, and very reliable.

TAGGECO SHOCKHOLD HARDENED COM

This hardened comlink is one of the more popular forms of military-grade communications in the galaxy. These devices feature satellite uplink capability

for planet-wide and planet-to-orbit communications capability, boosted broadcast power, and military-grade encryption, although they are bulkier than standard comlinks.

The ShockHold adds automatic ▼▼ to any checks made to decode and understand its transmissions, and automatic ☆☆ to any checks made to broadcast through a com jammer.

DETECTION DEVICES

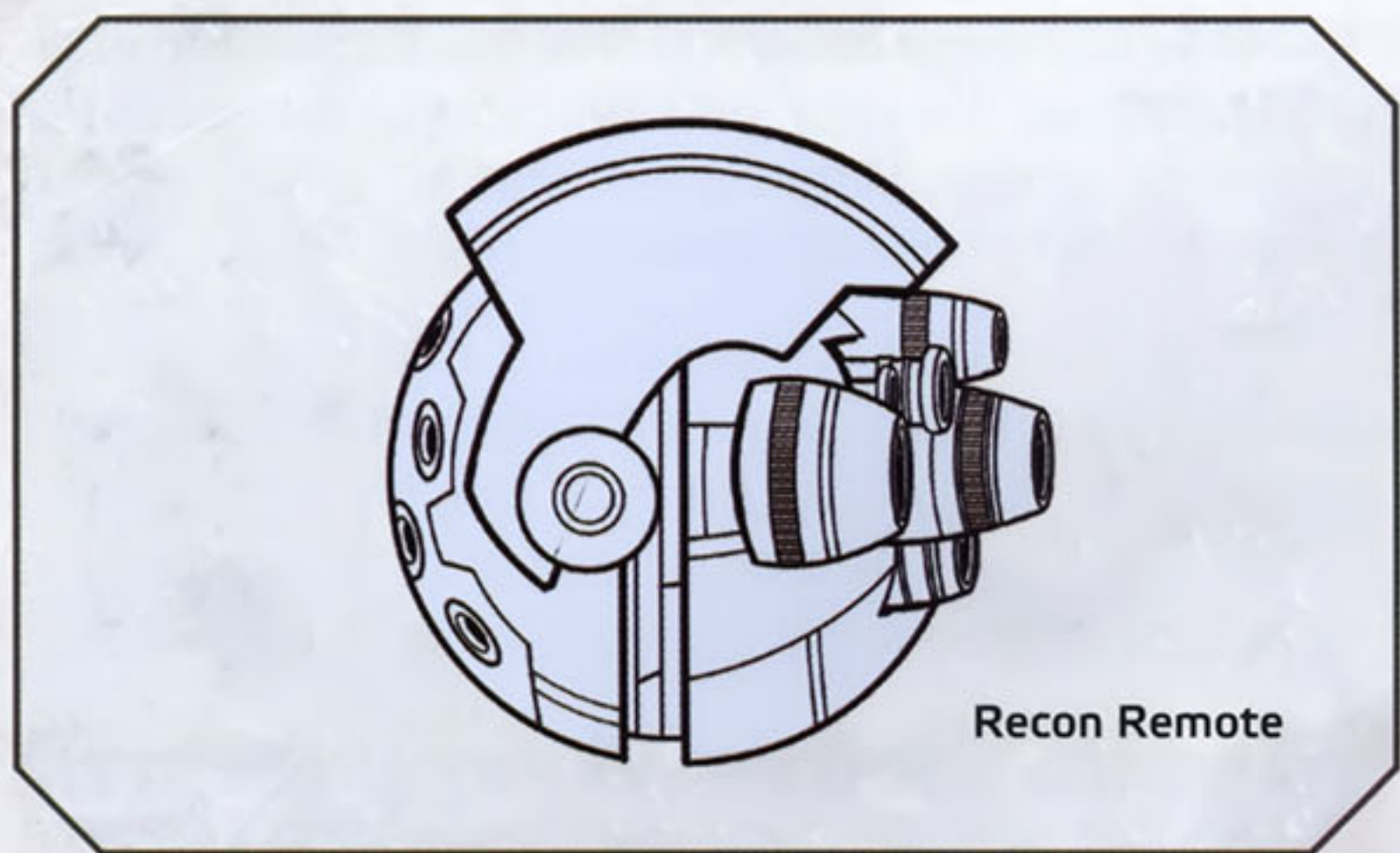
Being able to spot one's enemy first is vital for any soldier, making sophisticated detection systems an important purchase.

CHEDAK MARK 6 COMBAT SCANNER

A combat scanner is a sophisticated optics and sensor array designed for military applications. A combat scanner provides all of the functions of a general-purpose scanner, along with robust mapping and navigation capability, mission data storage and display, and hardened and secure communications with a one-hundred-kilometer line-of-sight range. External optics provide a 360-degree view around the bearer, and this imagery can be beamed to any communications device within range, or shared with the combat scanners worn by other members of the unit. The Chedak Mark 6 is integrated into a combat helmet with visor.

The Mark 6 offers some of the features of a general purpose scanner, scanner goggles for night-vision capability, and a com scrambler. This means it allows the user to see normally in dark conditions, can be set to track motion, heat, and metal, and adds ■■ to any checks made to attempt to decode and understand transmissions from the combat scanner to other combat scanners.





CHEDAK MARK 10 DEMOLITIONS SCANNER

This handheld unit is designed to detect the distinctive chemical and energy signatures of a broad range of explosive devices. The demolitions scanner can be used independently or connected to a datapad or combat scanner, and its data can be transmitted to a remote receiver. The demolitions scanner allows the user to detect concealed explosive devices, and adds to any checks to do so.

ARAKYD INDUSTRIES RECON REMOTE

These are small, spherical remotes with miniaturized repulsorlift generators used by military and security personnel for reconnaissance and surveillance. They feature full 360 degree visual sensors with night vision capability and have the ability to transmit data to a remote receiver up to 20 kilometers away.

The Recon Remote is roughly the size of a shuura fruit (silhouette 0), and can travel at speeds of 20 km per hour. The control unit can monitor the input from up to four of these remotes simultaneously. Arakyd Industries' brand of remote can run for 24 hours before needing to be recharged.

MEDICAL

Any veteran knows the importance of medical gear, especially in a profession where one fights for a living. Military medical gear tends to focus on stabilizing the wounded until they can be treated by medical professionals, or aiding those without medical training.

CHIEWAB IRAPS CEREBRAL STABILIZER

These lifesaving but nightmarish devices, known as "brain cages," are designed to preserve the viability of the central nervous system in critically injured patients. The IRAPS is a full-face helmet with IV lines injected into the large vessels of the patient's neck. The blood circulating in the patient's brain is replaced with a hyper-oxygenated nutrient solution, and thermal circuits in the helmet apparatus reduce cranial temperature to provide critical metabolic stabilization.

A cerebral stabilizer must be applied to a patient within one round of suffering a Critical Injury. This device may be applied to a character suffering from a Bleeding Out or The End is Nigh Critical Injury, or a character who has died during the current round. Applying the device requires an **Average (◆◆) Medicine check**. Once applied, the character is stabilized. If he died, he is brought back to life and counts as suffering a Gruesome Injury critical Injury (and all of its effects). Otherwise, his critical injury effects are canceled, though he still suffers from the injury itself.

ATHAKAM MEDTECH MILITARY MEDPAC (UNTRAINED/EMERGENCY)

This advanced medpac is carried by soldiers and security personnel who lack advanced medical training to treat severe trauma in battlefield conditions. The integrated computer contains medical and surgical databases for most prominent species and can even suggest emergency treatment protocols and provide step-by-step instruction. It can be easily used by the untrained to stabilize a patient.

Medpacs allow characters to attempt to heal others using Medicine checks without penalty, as detailed on page 219 of the **EDGE OF THE EMPIRE** Core Rulebook. In addition, if the user has no ranks in Medicine, he counts as having 1 rank in Medicine when using this medpac.

SURVIVAL

Survival gear is a broad category of items used for surviving and operating in natural (and often hostile) environments. Survival gear can range from complicated camouflage technology to the simple canteen.

FABRITECH CN-15 CAMOUFLAGE NETTING

This sophisticated and versatile camouflage is used by military personnel to conceal encampments, supply caches, vehicles and other high-value assets. Fabritech CN-15 Camouflage Netting contains photoreactive fibers that enable it to match the visual profile of its surroundings, as well as jamming circuitry that offers an effective countermeasure against standard sensor sweeps.

CN-15 Camouflage Netting adds automatic to all checks made to detect items concealed by it. One roll of netting can conceal one object up to silhouette 2, two rolls can conceal one object up to silhouette 3, and three rolls can conceal one object up to silhouette 4. Anything silhouette 5 or larger is too large to conceal by camo netting alone.

FABRITECH CN-21 CAMOUFLAGE PAINT

This thick paint comes in small tubes holding five applications and is intended to camouflage exposed skin, but can be used on everything from weapons to personal gear. In the container, the paste appears an almost colorless gray, but photoreactive pigments allow it to match the color and visual texture of its surroundings once exposed to air.

CN-21 Camouflage Paint adds automatic ▼ to all checks made to detect items concealed by it. Note that camo paint does not have any of the advanced circuitry that provides concealment from electronic scanning and surveillance. Camouflage paint only works for items or individuals with a silhouette of 1 or smaller.

IMPERIAL ARMY CANTEEN

This standard container is constructed from rugged synthetics and housed in a canvas cover available in a variety of uniform specifications and camouflage patterns. The military-issue canteen holds 1.5 liters of liquid and features an integrated filtration system that can purify water.

GANDORTHRAL ATMOSPHERICS SCOUT 5 FIELD GOGGLES

This eyewear features interchangeable lenses and is designed to protect the soldier's eyes from sun, wind, dust, and other airborne debris. Field goggles are constructed from durable and flexible synthetic frames with foam cushions for comfort and a secure seal, with adjustable straps for a secure and custom fit. They have no electrical systems and thus do not allow soldiers to see in darkness or offer other such benefits, but their very simplicity ensures reliability.

IMPERIAL ARMY FIELD RATIONS

The only features that distinguish field rations from standard ration packs are their awful taste and hyper-infusion of nutrients that allows a soldier to survive on a single ration for up to one week. The brown goop comes in flat packages and looks like nothing so much as digestive waste. Field rations can be heated by the thermal circuitry integrated in the packaging, and they can also be consumed cold. Soldiers report little difference in taste or enjoyment.

CORCHEMCO FIRE PASTE

This versatile chemical putty is used to ignite and sustain emergency fires. Fire paste is packaged in small cubes with integrated igniters, almost like tiny plastic

explosive charges. To ignite the fire paste, the user simply spreads the cube on a fuel source and pulls the tab on the igniter. When used without a fuel source, the cube itself burns for about an hour.

Corellian Chemical Corporation's Fire Paste can be used to ignite nearly any flammable object. Without something to burn, it can burn for roughly an hour with the same intensity as a small campfire. It can burn in any atmosphere, but not underwater or in vacuum.

TAGGECO FOOD PREPARATION SYSTEM

This dubiously named field stove is more commonly known to military personnel as a "hot plate," and is little more than a collapsible tray with integrated thermal circuitry for preparing field rations and other food products. The thermal circuits are powered by solar energy, but the durable surface of the hot plate can be used to cook with fire paste or even over a wood fire.

FABRITECH CX-2000 HOLOGRAPHIC GHILLIE SUIT

Standard phototropic camouflaging may be insufficient for the extended concealment needed by snipers and other special operations personnel on some missions. The holographic ghillie suit features integrated projectors that make the wearer appear indistinguishable from surrounding foliage, analyzing the environment, selecting appropriate patterns, and even swaying in the wind.

The holographic ghillie suit increases the difficulty of all checks to locate the wearer by 1, as long as the wearer remains immobile.

RIM EXCURSIONS INC. TAUNTAUN PUP TENT

This ubiquitous tent is popular amongst explorers and mercenary soldiers for its sturdy construction, lightweight materials, easy storage, and quick deployment. The Tauntaun Pup Tent is constructed of a flexible alumasilk weave with an integrated heat-insulating layer that can allow those inside to ignore temperatures up to -20 degrees.

TOOLS

Tools are devices designed to perform a specific task or make a certain task easier. This category serves as a catch-all for gear that does not fit into any of the previous categories.

BLASTTECH MODEL 58 CONCEALMENT HOLSTER

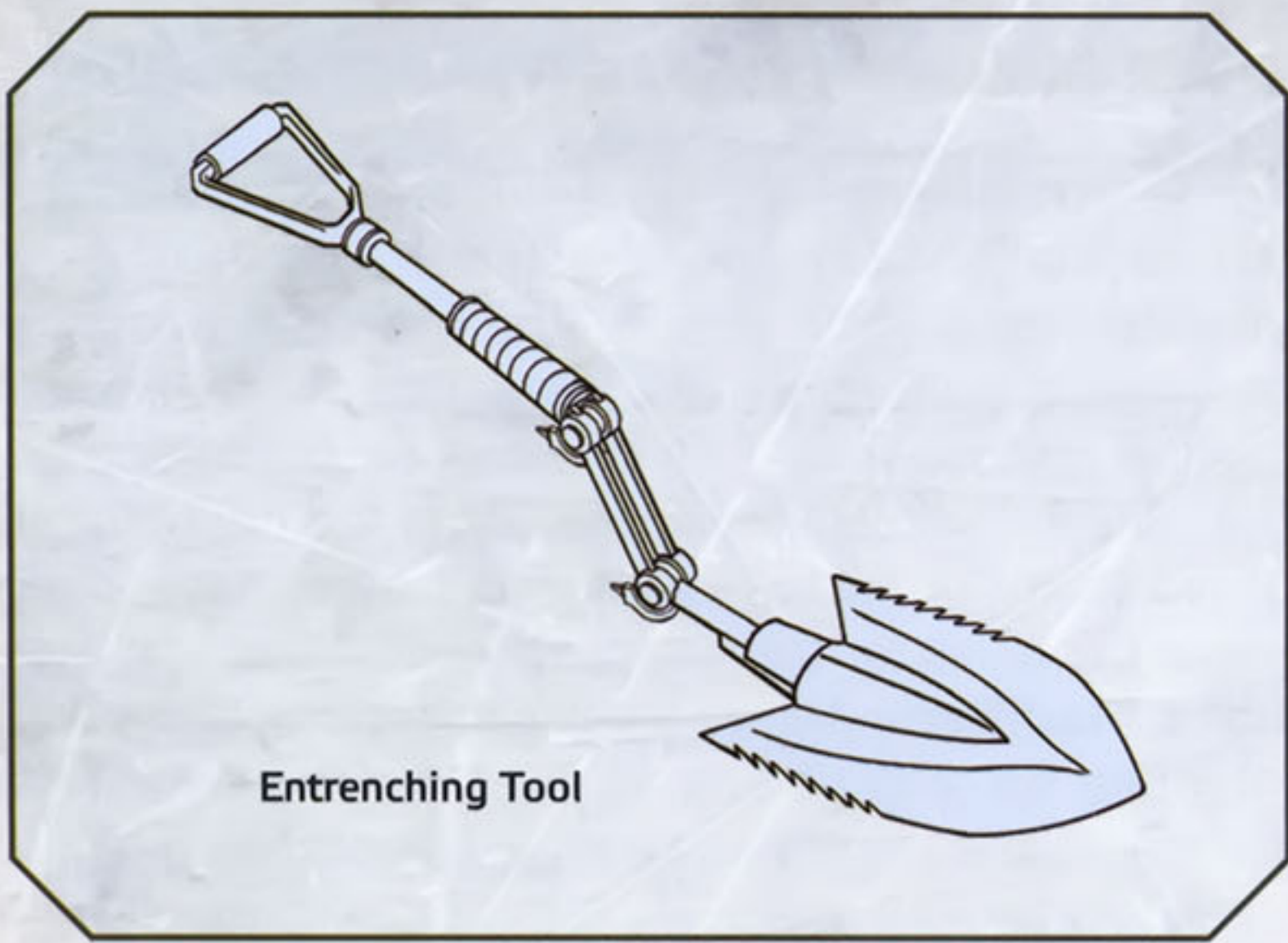
These compact holsters built for small, light handguns are designed to fit the contours of the carrier's body and mask his presence from even determined observation and surveillance. Concealment holsters are available in a variety of forms, allowing them to be worn high on the belt, under the arm, in the small of the back, or on an ankle or other extremity.

These holsters add ■ to Perception checks to discover the presence of the concealed weapon, but may only hold light blaster pistols or holdout blasters.

IMPERIAL ARMY ENTRENCHING TOOL

In appearance and function, this useful tool is little more than a small shovel or spade, though common military versions feature a collapsible or foldable shaft for compact storage. Soldiers across the galaxy use this ubiquitous device to dig latrines, foxholes, and other makeshift entrenchments, and occasionally to neutralize alien fauna. Though the design seems simple, the edge of an entrenching tool is razor-sharp and made from hardened durasteel, making it a dangerous weapon.

Besides allowing the user to dig holes and entrenchments, the Imperial Army Entrenching Tool counts as a small improvised weapon that deals +2 damage instead of +1, has a Crit Rating of 4, and does not break due to ⚔ or ⚙.



RIM EXCURSIONS INC. MILITARY BELT POUCH

The military belt pouch is exactly what it sounds like, a pouch affixed to the user's belt. Though small, the belt pouch is designed to be accessed easily. It can hold two items that have encumbrance 0. The user can draw these items as an incidental.

TABLE 2-7: GEAR AND EQUIPMENT

Item	Price	Encum	Rarity
Communications			
Hardened Comlink	450	3	4
Detection Devices			
Combat Scanner	2,000	1	6
Demolitions Scanner	300	1	4
Recon Remote	250	1	3
Medical			
Cerebral Stabilizer	2,200	3	7
Military Medpac	400	2	3
Survival			
Camouflage Netting (Roll)	100	4	2
Camouflage Paint	40	0	2
Canteen	7	1	1
Field Goggles	5	0	0
Field Rations	10	0	2
Fire Paste	3	0	1
Food Preparation System	20	3	1
Holographic Ghillie Suit	800	1	8
Tent	30	3	2
Tools			
Concealment Holster	40	0	3
Entrenching Tool	20	1	1
Military Belt Pouch	10	-	0
Military Pack	60	-	0

IMPERIAL ARMY MILITARY PACK

This is a standard military-issue backpack used to stow and carry tents, rations, canteens, excavation tools, and all manner of other gear the soldier needs in the field. It is constructed of durable and lightweight materials able to withstand a broad range of environmental conditions while adding as little as possible to the soldier's load. The Imperial Army's military packs are available in a variety of uniform specifications and camouflage patterns.

This pack increases the user's encumbrance capacity by 6, but has the Cumbersome 2 quality.

STARSHIP AND VEHICLE MODIFICATIONS

Eventually, most Hired Guns arm their ships and vehicles with upgraded weapons and specialized equipment. Upgrading or adding a new weapon system is an obvious way to gain an advantage on the battlefield. Unusual equipment gives the Hired Gun an unexpected surprise in his selected field of expertise.

The new vehicle attachments in this section grant an array of advantages useful to the Hired Gun. Weapons attachments typically grant an advantage in combat, in addition to a simple increase in firepower. The specialized utility attachments grant the Hired Gun other kinds of tactical advantages. All of the following attachments follow all of the rules for purchase and installation described in the Starship and Vehicle Modifications section of **Chapter VII** of the **EDGE OF THE EMPIRE** Core Rulebook.

WEAPONS ATTACHMENTS

While all Hired Guns benefit from using standard weapons attachments, the following provide specialized weapons for specific tactical situations. Enterprising Hired Guns adapt their tactics and manipulate the situation to bring these weapons to bear more quickly. Most of these attachments fall into the classification of military weaponry and may be restricted on certain worlds. The GM may also restrict access to these modifications, as the average starship mechanic won't normally have access to the equipment and materials required to construct or install them. Even black market techs are unlikely to have these readily at hand.

ARAKYD MISSILE PACK AND MINI-PACK

The missile bank launcher is a self-contained missile battery that holds eight to ten missiles designed to fire as a group or cluster. The bank fires half of its payload at a time. The missiles or rockets are designed to fire in a spread pattern. They depend on quantity far more than the accuracy of the individual weapons. The Arakyd Missile Pack typically faces a specific firing arc, selected at the time of installation. A turret-mounted variation requires an additional hard point. Standard missile banks may be mounted to vehicles of silhouette 2 or greater. Mini-missile variants may be mounted to a vehicle of silhouette 2.

Base Modifiers: Once this is installed, it becomes a weapon using the profile of the missiles loaded (these can be concussion missiles, the specialized rockets and missiles in **Table 2–8**, or other missiles that the GM agrees on), with a fixed firing arc of one facing of the installer's choosing. The weapon gains the Limited Ammo 2 quality (representing the two halves of the pack), but reloading each half requires five missiles. When using

this weapon, add $\square\square$ to all combat checks. In addition, each \star adds 2 damage to the total.

Modification Options: 1 Change the Fire Arc to "All" Mod.

Hard Points Required: 0 if replacing an existing weapon system. 1 if adding a new weapon system.

Price: 10,000 for the missile pack. 7,000 for the mini-missile pack.

SIENAR MM-XT MINI-MISSILE TUBE

The mini-missile tube is a single-shot compact missile launcher designed for use on smaller vehicles, such as speeder bikes, landspeeders and smaller airspeeders. It may carry a variety of missile types (see **Table 2–8: Specialized Missiles and Rockets for Vehicles**), which are typically about a half-meter or less in length. The tube faces a single firing arc, though a turret mount is also available. It may be installed on any non-starship vehicle of silhouette size 2 or greater.

Base Modifiers: Once this is installed, it becomes a weapon that can fire a single concussion missile or warhead from **Table 2–8**. The weapon always has the Limited Ammo 1 quality.

Modification Options: 1 Change the Fire Arc to "All" Mod.

Hard Points Required: 0 if replacing an existing weapon system. 1 if adding a new weapon system.

Price: 700 (not including missile).

OVERSIZED EXTERNAL WEAPONS MOUNT

The search for ever-increasing firepower often leads to the installation of weapons systems larger than were intended for a given vehicle. The oversized weapons mount is a custom-built rack enabling the vehicle to carry a weapon meant for one silhouette larger than the vehicle itself. However, the GM is the final arbiter of feasibility of such designs and may impose additional penalties for the weapon's use.

Base Modifiers: Allows a vehicle to carry a weapon intended for a craft one silhouette size larger. This decreases the ship's handling by 1 and system strain threshold by 4.

Modification Options: All models are customized to the ship and weapon used.

Hard Points Required: 2. Additional hard points may be required at the GM's discretion.

Price: 3,000 credits times the silhouette size.

UTILITY ATTACHMENTS

Utility attachments for vehicles and starships are highly specialized equipment. The legality of such systems varies wildly by system and location. At a minimum,

SPECIALIZED MISSILES AND ROCKETS FOR VEHICLES

TABLE 2-8: SPECIALIZED MISSILES AND ROCKETS FOR VEHICLES

Missile or Rocket	Range	Damage	Crit	Price	Rarity	Special
Concussion Missile (mini)	Short	4	4	400	5	Blast 2, Breach 2, Guided 3, Slow-Firing 1
Decoy	Short	–	–	400	6	Slow-Firing 1
Jammer	Short	–	–	300	6	Guided 4, Slow-Firing 1
Jammer (mini)	Close	–	–	400	6	Guided 4, Slow-Firing 1
Unguided Rocket	Short	5	3	300	4	Blast 3, Breach 3, Slow-Firing 1
Unguided Rocket (mini)	Close	3	4	250	4	Blast 1, Breach 2, Slow-Firing 1

Missiles and rockets designed for specific tasks are commonly deployed when the tactical situation requires it.

Decoy: This decoy missile, once launched, broadcasts an electromagnetic signature that draws off enemy missiles. To fire a decoy, make an **Easy (◆) Computers check**. If successful, any attacks against the ship firing the decoy using weapons with the Guided quality upgrade their difficulty by one (plus an additional upgrade for every additional ☹ ☹) while the decoy is active (one round per ★). If a weapon with the Guided quality misses the target ship but generates ☹ ☹ ☹ or ☹, they hit the decoy instead; ending the effect.

Jammer: This countermeasure follows but does not attempt to impact the target vehicle. Instead, it fires a jamming beam at the vehicle (see Jam-

ming Beam, below). If the initial combat check is successful, the missile follows the target at close range for one round per ★. The missile adds □ □ to the target's **Gunnery, Piloting, and Computers checks** (when the pilot is scanning with sensors). The missile's limited fuel means it self-destructs after 3 rounds. The missile can be shot down, but it has a silhouette of 1. Any damage destroys it.

Mini-Missile and Mini-Rocket: A scaled-down missile for use in the mini-missile tube and banks mounted to vehicles of silhouette 2 or 3. See **Table 2-8** for specific types.

Unguided Rocket: A cheap, simple rocket with minimal guidance and stabilization systems. They are installed more often on vehicles than starships. Attackers add a □ to their **Gunnery skill checks** when using unguided rockets.

combat-style systems usually require a permit for operating in Imperial space. Such permits can be notoriously difficult to obtain legally.

SIENAR T9 STINGER ASSAULT BOARDING TUBE

Pairing a docking tube with a powerful cutting system, the assault boarding tube is an indispensable tool for armed boarding actions. Its legitimate uses include aggressive customs enforcement and naval boarding actions. However, pirates also use the technology to force their way aboard a stricken ship. Pirate mechanisms are often custom-built, as obtaining a manufactured assault boarding tube is difficult for non-governmental entities. This mechanism may be installed on a craft of silhouette 3 or larger.

Base Modifiers: Ships equipped with this attachment may attempt to cut a hole in a docked craft's hull or airlock. The cutting mechanism typically includes high-power plasma torches or similar mechanisms. A silhouette 1-sized hole is typically cut within 5 rounds of activation. Military or armored craft may take two to three times as long to cut.

Modification Options: 4 Decrease time taken to cut through hull by 1 round Mods.

Hard Points Required: 3.

Price: 1,000 credits times the silhouette size.

FABRITECH FOGGER SMOKE GENERATOR

A smoke generator creates thick black or grey smoke that inhibits line of sight. This may only be installed on ground vehicles, landspeeders, or airspeeders, and only works on planets with an atmosphere.

Base Modifiers: The pilot may activate this device as an incidental, creating a smoke screen up to 10 meters in diameter, which trails behind the vessels. The smoke provides concealment from all adversaries in the vehicle's rear arc, as per page 213 in the *Edge of the Empire Core Rulebook*. The concealment adds ■ ■ as long as the device remains active. Deactivating requires an incidental; the smoke persists until the end of the pilot's following turn.

Modification Options: None.

Hard Points Required: 1.

Price: 2,750 credits.

TABLE 2-9: ATTACHMENTS

Attachment	Price/Rarity	HP
Assault Boarding Tube	(R) 1,000 x silhouette/ 4	3
Missile Pack	(R) 10,000/ 5	0 or 1
Mini-Missile Pack	(R) 7,000/ 5	0 or 1
Mini-Missile Tube	(R) 700/ 4	0 or 1
Oversized External Weapons Mount	(R) 3,000 x silhouette/ 6	2
Smoke Generator	2,750/ 2	1
Tactical Tractor Beam	6,200/ 7	0 or 1

SIENAR GRAPPLER 213 TACTICAL TRACTOR BEAM

A tactical tractor beam is a relatively small and low powered tractor beam system. While not strong enough to control an enemy craft's movement while it is able to maneuver, the tactical tractor beam can slow it down, reduce its maneuverability and disrupt its attacks. Some pilots find these devices provide an invaluable edge in dogfighting, but others believe the distraction they cause is more trouble than benefit.

Base Modifiers: Firing the beam is a ranged attack using the Gunnery skill, and may target one ship at close range. If the attack hits, the attacking pilot must use a maneuver to maintain a lock and continue to follow the craft. Enemy craft caught in the tractor beam add ■■ to all Piloting checks and attacks, and suffer

A SLIGHT WEAPONS MALFUNCTION...

Vehicle and starship modifications are rarely approved or designed by the manufacturer. Systems never designed to work together and non-standard upgrades and modifications can produce unexpected results in actual use. Quality mechanics, materials, and installation can reduce the risks, at a higher cost. Low quality goods and services, or emergency repairs or jury-rigged upgrades, are much more prone to failure.

The Game Master is encouraged to turn such failures into memorable cinematic moments. A ⚠ on a skill check related to a specific weapon, utility attachment, or upgrade could indicate a major malfunction. The item may cease working until repaired, work at a lower level of effectiveness (such as reduced damage, range, or both) or increase the difficulty by one level on all subsequent checks until the item is properly repaired. ⚙ on a related skill check might result in adding □ to the next check when using the item. Multiple ⚙ or ⚠ might cause the malfunction to spread to associated systems or cause 2 or more system strain to the craft itself for each result.

1 system strain when performing the Accelerate/Decelerate, Fly/Drive, or Punch It maneuvers.

Hard Points Required: 0 if replacing an existing weapon system. 1 if adding a new system.

Price: 6,200 credits.

EXPANDED VEHICLES

Hired Guns favor vehicles that complement their favored mission types. The craft's level of sophistication and lethality also varies by availability, typical area of operation, and cost. Mercenary groups typically have access to much more advanced craft than lone bodyguards or small-time enforcers. However, wealth quickly levels the playing field. A rich personal guard may fly the most advanced craft around, while a small time mercenary operation might have to patch together battle-scarred vessels. The vehicles in this section meet the specific mission profile of many different types of Hired Guns.

AIRSPEDERS

Airspeeders are the most versatile planetary vessels, providing effective, if not comfortable, quick transport for long distances.

GUARDIAN 5E PERSONAL DEFENSE SPEEDER

The Guardian is Ubrikkian's specialized speeder for transporting VIPs and dignitaries during their day-to-day duties. The speeder presents a classic look that is suitable for important gatherings, but not distinctive. Its defenses are concealed, including its substantial armor and retractable weapons. The Guardian is a favorite of bodyguards, security firms, and governments.

The 5e's ultimate secret is a built-in, two-person speeder bike that serves as an emergency escape vehicle. The speeder bike can launch while the Guardian is in flight, though the more limited maximum altitude of the bike means that it is not always instantly usable. The Guardian's back seat swings away to reveal the bike. The bike can drop out of the bottom or launch out of the back of the Guardian, whichever is safer at

the moment. While security experts know some Guardians have this feature, most vehicles of the 5 series are indistinguishable from each other on the outside.

SILHOUETTE	SPEED	HANDLING	DEFENSE	ARMOR
3	3	0	0 - - 0	2
			HULL TRAUMA	SYSTEM STRAIN
			10	8

Vehicle Type/Model: Airspeeder/Guardian 5e.
Manufacturer: Ubrikkian.
Maximum Altitude: 300 km.
Sensor Range: Short.
Crew: One pilot.
Encumbrance Capacity: 10.
Passenger Capacity: 5.
Price/Rarity: 20,000 credits/4.
Customization Hard Points: 1.
Weapons: Retractable Turret Mounted Auto-Blaster (Fire Arc All; Damage 3; Critical 5, Range [Close]; Auto-fire).

GUARDIAN E2 ESCAPE SPEEDER BIKE

SILHOUETTE	SPEED	HANDLING	DEFENSE	ARMOR
2	2	0	0 - - 0	0
			HULL TRAUMA	SYSTEM STRAIN
			2	3

Vehicle Type/Model: Speeder Bike/Guardian E2.
Manufacturer: Ubrikkian.
Maximum Altitude: 350 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 0.
Passenger Capacity: 1.
Price/Rarity: Included with Guardian speeder.
Customization Hard Points: 0.
Weapons: None.

INVADER AA-9 ASSAULT AIRSPEEDER

The Invader is Mekuun's compact assault speeder, designed for battlefield close air support and squad insertion missions. The speeder's small size and low, wide profile make it more difficult to hit, but also limit the power of its weapons systems. The pilot and gunner sit one behind the other in the bow of the craft, while any troops aboard for deployment sit in a tight compartment behind them. Troops deploy out both sides, as the side hatches slide open. A variation of the Invader is the AA-9s, a stealth-enabled model with quieter repulsorlifts and custom camouflage. Both models are often used to deploy squads quickly behind enemy lines.

SILHOUETTE	SPEED	HANDLING	DEFENSE	ARMOR
3	3	0	0 - - 0	2
			HULL TRAUMA	SYSTEM STRAIN
			11	9

Vehicle Type/Model: Airspeeder/Invader AA-9.
Manufacturer: Mekuun.
Maximum Altitude: 200 km.
Sensor Range: Close.
Crew: One pilot and one gunner.
Encumbrance Capacity: 5.
Passenger Capacity: 10.
Price/Rarity: 45,000 credits/6 (R).
Customization Hard Points: 2.
Weapons: Forward mounted light blaster cannon (Fire Arc Forward; Damage 4; Critical ; Range [Close])
 Forward mounted mini-rocket launcher (Fire Arc All; Damage 3; Critical 4, Blast 1, Breach 2, Limited Ammo 5, add ■ to attacks)



NEEDLE NE-4 CLOUD CAR INTERCEPTOR

The Needle is a surprisingly speedy, high-altitude patrol ship designed to arrive on target absolutely as fast as possible. True to its name, it has a narrow, tapered profile and a low bubble canopy. Its powerful engines are notoriously temperamental. The ship trades speed for maneuverability and armor, and takes catastrophic damage at a much higher rate as a result.

Bespin and high-altitude stations and cities deploy the Needle as a counter to smugglers and criminals flying vessels faster than the average cloud car or patrol ship. However, the criminals and smugglers themselves have taken a liking to the ship's speed, and are known to fly a few of their own. An illegal racing circuit has also sprung up, with contestants racing around and through massive cloud structures and storms on gas giants.



Vehicle Type/Model: Cloud Car/Needle Ne-4.

Manufacturer: Bespin Motors.

Maximum Altitude: 120 km.

Sensor Range: Short.

Crew: One pilot.

Encumbrance Capacity: 3.

Passenger Capacity: None.

Price/Rarity: 28,000 credits/4.

Customization Hard Points: 2.

Weapons: Forward mounted light blaster cannon (Fire Arc Forward; Range Close; Damage 4; Critical 4).

ADDITIONAL RULES

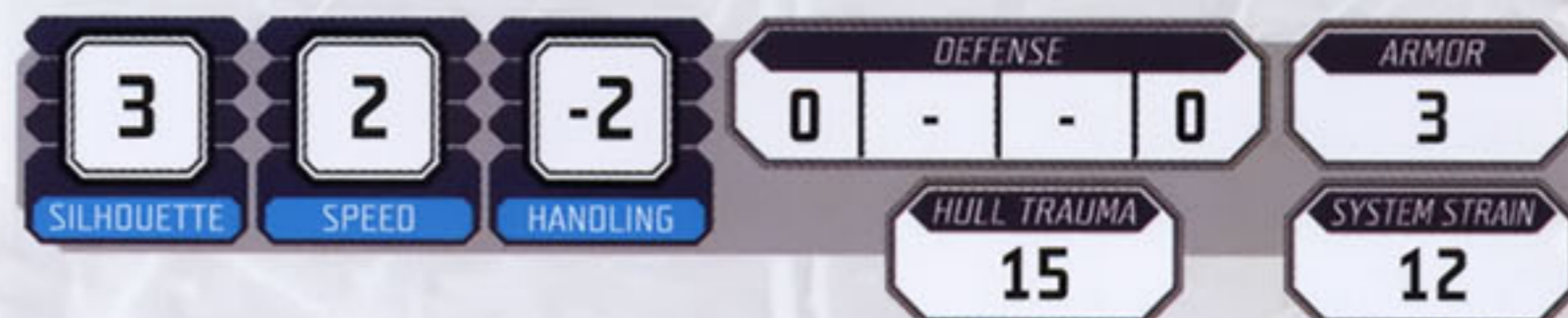
Fragile Frame: The frame and construction of the needle makes it particularly susceptible to critical damage. Whenever this vehicle suffers a Critical Hit, add +10 to the result.

OVERWATCH MC-2 MOBILE COMMAND SPEEDER

The Overwatch mobile command speeder is an armored command airspeeder used to direct battlefield and clandestine operations from afar or in the thick of the fighting. The speeder carries a compact array of sensors and communications gear for its primary mission, plus weapons primarily designed for self-defense at a distance.

Mekuun markets the speeder to paramilitary groups, mercenaries, planetary defense forces and large law enforcement groups. Given the speeder's focus on communication, coordination and battlefield analysis, it is rarely used by pirates or criminal organizations. It has remained in the hands of the intended recipients far better than other military systems. Mercenaries in particular like the combination of mobility and coordination.

The Overwatch is the size of a medium-sized speeder truck and carries its own crew beyond the command staff. A single speeder can control up to several divisions, but is also suitable for tactical operations and supporting surgical strikes. The command staff works in a self-contained, armored compartment filled with tactical viewscreens, comm stations, and holographic battle trackers. Though not technically a stealth vehicle, the Overwatch is typically painted in camouflage patterns suitable for the expected environment, or a mottled grey.



Vehicle Type/Model: Airspeeder/Overwatch MC-2.

Manufacturer: Mekuun.

Maximum Altitude: 200 km.

Sensor Range: Short.

Crew: One pilot, one gunner, two communications techs, two sensor techs, one tactical officer, one commander.

Encumbrance Capacity: 4.

Passenger Capacity: 2.

Price/Rarity: 80,000 credits/6.

Customization Hard Points: 2.

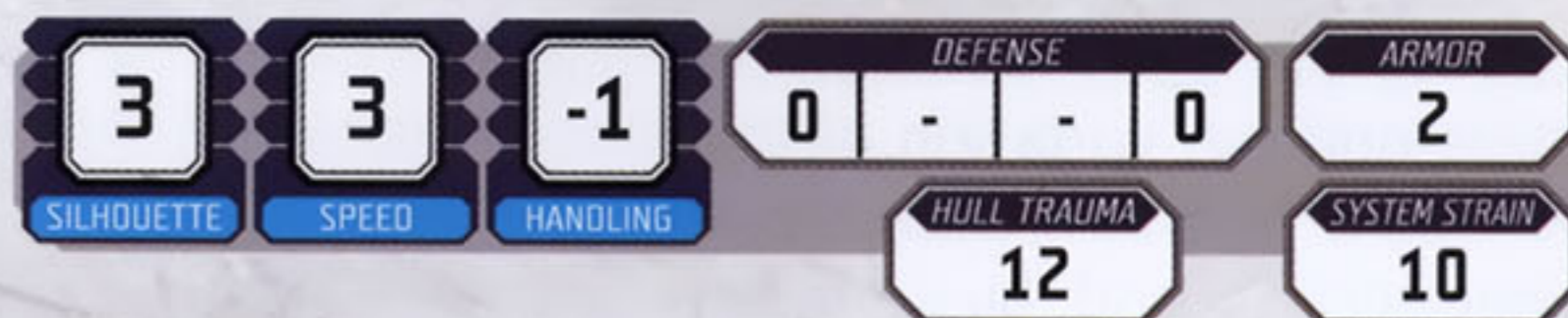
Weapons: Turret mounted mini-concussion missile launcher (Fire Arc All; Damage 4; Critical 4; Range [Short]; Blast 2, Breach 2, Guided 3, Limited Ammo 8, Slow-Firing 1).

Turret mounted light laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]).

RUSH TROOP TRANSPORT SPEEDER

Speed is the main focus of Mekuun's Rush Troop Transport speeder. The speeder darts around the battlefield at increased speed, thanks to a specialized turbine booster that produces a sudden burst of acceleration. The compact turbine runs for 30 seconds at a time before it powers down for a minute to recharge and cool down. While troops and commanders like the speeder's acceleration and speed, they are less happy with shrill whine that erupts when the booster kicks in. It is effective, but deprives the speeder of the advantage of surprise.

The pilot and gunners sit in a narrow, triangular three seat cockpit, while the passengers occupy a long, narrow compartment behind them. The passengers may deploy out the sides or the back of the speeder.



Vehicle Type/Model: Airspeeder/Rush.

Manufacturer: Mekuun.

Maximum Altitude: 200 km.
Sensor Range: Short.
Crew: One pilot, two gunners.
Encumbrance Capacity: 8.
Passenger Capacity: 20.
Price/Rarity: 60,000 credits/5.
Customization Hard Points: 2.
Weapons: Forward mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Turret mounted auto-blaster (Fire Arc All; Damage 3; Critical 5; Range [Close]; Auto-fire).

ADDITIONAL RULES

Turbine Booster: The turbine booster can be activated as an incidental once per session. This increases the Rush's speed by one and decreases the handling by one for the remainder of the encounter or whenever the pilot deactivates it.

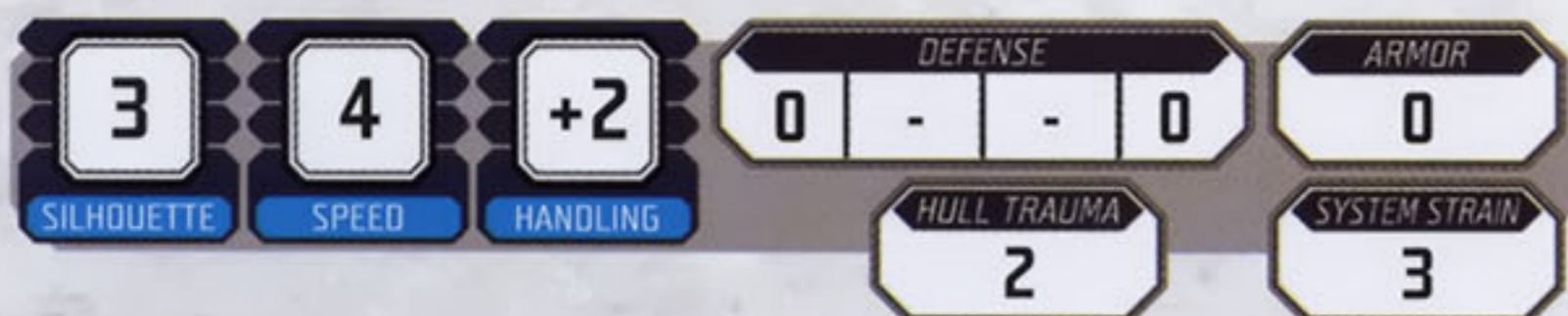
LANDSPEEDERS

The nearly universal availability of landspeeders and speeder bikes makes them the most commonly used and modified vehicles for Hired Guns.

THE SUPERFLARE—MODIFIED MOBQUET FLARE-S SWOOP

Pairing a massive auto-blaster with one of the galaxy's fastest swoops, the Superflare is a blazingly fast weapon system that is wickedly dangerous for both the enemy and its own pilot. The customized configuration takes full advantage of the Flare-S' high-performance repulsorlift engine to bring unique mobility to a weapon that is normally found on larger craft.

This combination of power has its drawbacks, so much so that some pilots call it the Flameout. First, the swoop's handling is significantly impacted by the added weight and power needs. Second, the vehicle doesn't generate enough power for consistent use of the Auto-Blaster, and must recharge between shots. Unfortunately, while the weapon is charging, it also saps the swoop's power, dropping its speed by one for three rounds. Third, the sudden power spikes and drops generated by the gun can affect the swoop mid-flight, causing stalls or sudden changes in speed or altitude. Even skilled pilots can find themselves at the mercy of a bucking bike that suddenly has a mind of its own at terrifying speeds.



Vehicle Type/Model: Swoop/Flare-S.
Manufacturer: Mobquet Swoops and Speeders.
Maximum Altitude: 350 meters.
Sensor Range: None.

Crew: One pilot.
Encumbrance Capacity: 4.
Passenger Capacity: None.
Price/Rarity: 9,500 credits/6.
Customization Hard Points: 0.
Weapons: Forward mounted auto-blaster (Fire Arc Forward; Damage 3; Critical 5; Range [Close]; Auto-fire).

ADDITIONAL RULES

Oversized Weapons: When the pilot rolls ☉ ☉ on a **Gunnery check**, the bike's speed immediately drops by one (to a minimum of one) and the pilot must make an immediate **Hard (◆◆◆) Piloting (Planetary) check** to keep the swoop from careening out of control in a random direction. If the **Gunnery check** results in a ☹ the swoop immediately loses all power. The pilot must spend his next action making a **Hard (◆◆◆) Mechanics check** to restart the swoop before it crashes at the end of the following round (or longer at the GM's discretion).

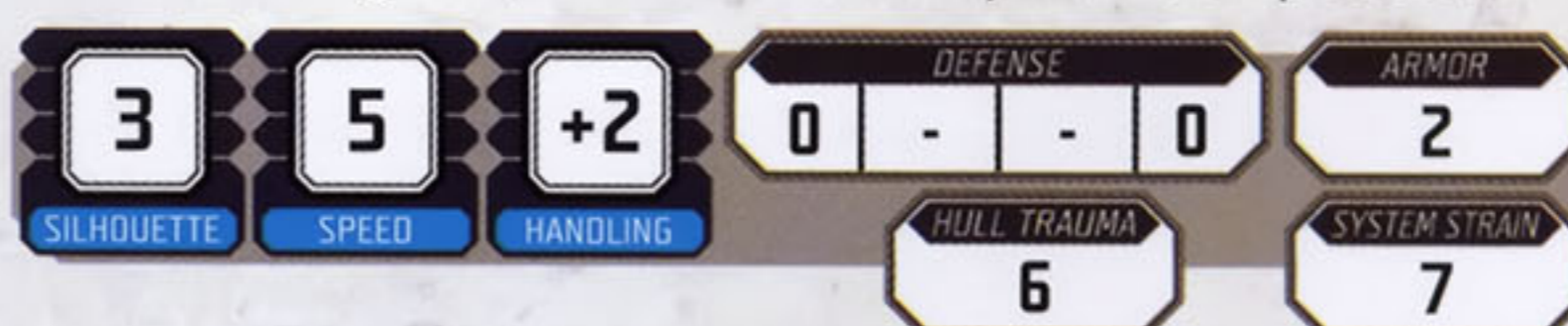
STARFIGHTERS

There are uncounted numbers of starfighter models in use across the galaxy. While the Imperials and their allies have access to the best craft (even if they don't always deploy them), lesser-known models make their way to smaller governments, wealthy individuals, and private fleets. It is not uncommon to encounter obsolete and highly-customized craft still in use and still effective.

A-7 HUNTER INTERCEPTOR

The A-7 Hunter Interceptor was Kuat Drive Yards' updated snub fighter entry into the inexpensive starfighter market in the years following the Clone Wars. As KDY provided Imperial Star Destroyers and other starships to the Imperial fleet, many Imperial officers felt the company was the logical choice to supply fighters as well. Some arranged procurement of the A-7 for their own vessels. When Sienar Fleet Systems' cheaper TIE fighters became the standard Imperial fighter, the A-7 was relegated to lesser roles and locales. Eventually, the A-7s were sold off to planetary governments, corporations, and selected paramilitary organizations. They became a staple of mercenary units, and inevitably trickled into pirate and criminal fleets.

The A-7 is a basic short-range fighter, with no hyperdrive or shields, and limited weaponry. It is comparable to the TIE fighter, its main marketplace competitor.



Hull Type/Class: Starfighter/A-series
Manufacturer: Kuat Drive Yards
Hyperdrive: None.

Navicomputer: None.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 4.
Passenger Capacity: None.
Consumables: One day.
Price/Rarity: 80,000 credits/6.
Customization Hard Points: 1.
Weapons: Forward mounted laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

PREYBIRD-CLASS STARFIGHTER

SoroSuub always intended for the Preybird-class starfighter to be sold on the open market, rather than to a specific buyer or defense force. Unfortunately, the ship fell victim to design and manufacturing conflicts, forcing it over budget. Though the production run was limited, it proved to be a popular craft in some circles. Pirates in particular like the distinctive, intimidating look of the craft, and like its powerful weapons systems even more.

3	4	-1	DEFENSE				ARMOR	
SILHOUETTE	SPEED	HANDLING	1	-	-	1	3	
			HULL TRAUMA				SYSTEM STRAIN	
			10				9	

Hull Type/Class: Starfighter/Preybird.
Manufacturer: SoroSuub.
Hyperdrive: Primary: Class 3, Backup: None.
Navicomputer: Yes (5 jumps).
Sensor Range: Close.
Ship's Complement: One pilot and one gunner.
Encumbrance Capacity: 8.
Passenger Capacity: None.
Consumables: Four days.
Price/Rarity: 84,000/8.
Customization Hard Points: 1.

Weapons: Wingtip-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1)

One forward mounted and one aft mounted concussion missile launcher (Fire Arc Forward or Aft, Damage 6, Critical 3; Breach 4, Blast 4, Guided 3, Limited Ammo 6, Slow-Firing 1).

FREIGHTERS AND TRANSPORTS

Freighters and transports suitable for most Hired Guns are well-armed, rugged, and easily-adapted to specific roles.

4R3 LIGHT ASSAULT TRANSPORT

Officially, the 4R3 is classified as light freighter instead of a military assault craft. This major deception actually originated in a deal between Telgorn and the Corporate Sector Authority, who commissioned the ship to carry out surprise attacks on pirates and smugglers. The original ships were delivered to the CSA and recorded into the B.O.S.S. systems as freighters. The deception was eventually discovered, but correcting the designation proved problematic. Subsequent galaxy-wide updates often caused more confusion than clarity in the minds of law enforcement and other agencies. As the 4R3 was slowly delivered to other buyers and trickled out into the galaxy at large, in the minds of most it remained a freighter, if a heavily armed one.

The 4R3's main mission is as a clandestine assault ship. It is designed to look like an unarmed freighter in order to advance on and dock with enemy or pirate craft—before their opponents realize their mistake. The ship's weaponry is completely concealed within the ship's hull, and is deployed within a few seconds when required. The 4R3 is also deployed in pirate-heavy regions of space, as bait in a trap intended to draw the criminals out for a head-on engagement.



Hull Type/Class: Light Assault Transport/4R3.

Manufacturer: Telgorn Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: One pilot, one co-pilot, two gunners, one engineer.

Encumbrance: 80.

Passenger Capacity: 16.

Consumables: One month.

Price/Rarity: 300,000/7.

Customization Hard Points: 4.

Weapons: Retractable forward mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Two retractable forward mounted twin light ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Two forward mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Breach 6, Blast 6, Guided 2, Limited Ammo 7, Slow-Firing 1).

ADDITIONAL RULES

Stinger Assault Boarding Tube: If the 4R3 manages to dock with a target, it can cut through the hull of the ship in three rounds.

SURRONIAN CONQUEROR-CLASS ASSAULT SHIP

The Surronian Conqueror-class assault ship is exceedingly rare in the galaxy. Manufactured for the Surronian's own defense forces, the ship is not typically sold to outsiders. Anyone flying the ship in the galaxy received a rare gift from the Surronians, was fortunate enough to repurchase such a ship, or managed to steal one. Among the few known ships is the *Stinger*, known to be associated with the Black Sun crime syndicate. In fact, it is piloted by Prince Xizor's assistant, Guri, carrying out Black Sun business.

For those who obtain such a ship, it is a powerful and versatile vessel that can be run by a single pilot, if needed. In its stock configuration, its amenities are scarce, even missing crew quarters. While this is in keeping with the short-duration planetary defense duties of the original design, most owners soon modify the ship to improve the living conditions. Hired Guns and Bounty Hunters find the ship well-suited to their roles. It has powerful weapons able to destroy or disable enemy craft, and excellent maneuverability for a ship of this size.



Hull Type/Class: Light Assault Transport/Conqueror.

Manufacturer: Surronian.

Hyperdrive: Primary: Class 1, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: One pilot, one gunner, one engineer.

Encumbrance: 80.

Passenger Capacity: 1.

Consumables: One month.

Price/Rarity: 100,500/9.

Customization Hard Points: 4.

Weapons: One dorsal turret-mounted twin heavy laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 1).

Forward mounted twin light ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).



YV-929 LIGHT FREIGHTER

The YV-929 freighter carries an outrageous arsenal for its small size, making it a popular ship in the wilds of the Outer Rim. It's less popular in Imperial space and the Core Worlds, as its armament draws a lot of attention from customs agents and military patrols. Mercenaries find it stout enough to customize its armament well beyond its original equipment.

4	3	-1	DEFENSE				ARMOR
SILHOUETTE	SPEED	HANDLING	2	-	-	1	4
			HULL TRAUMA		SYSTEM STRAIN		
			23		15		

Hull Type/Class: Freighter/YV-929
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, two gunners.
Encumbrance: 80.
Passenger Capacity: 6.
Consumables: Six months.
Price/Rarity: 380,000 credits/6.
Customization Hard Points: 1.
Weapons: Two triple light blaster cannons (Fire Arc Forward and Port or Forward and Starboard; Damage 4; Critical 4; Range [Close]; Linked 2)
 Turret-mounted twin light ion cannons (Fire Arc Forward, Port and Starboard; Damage 5; Critical 4; Range [Close]; Ion, Linked 1)

Two forward and one aft mounted concussion missile launchers (Fire Arc Forward or Aft; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Linked 1, Limited Ammo 10 (each)).

YZ-775 MEDIUM TRANSPORT

The YZ-775 is a popular medium transport used by independent traders, smugglers and mercenaries across the galaxy. Typical of Corellian Engineering Corporation's transports, it is durable and easily modified. Its substantial defenses required special permission from the Imperial authorities, given that its weapons exceed the firepower typically approved for civilian craft. They are an effective deterrent to pirates, and even give customs cruisers pause. As such, it has also become a favorite craft for mercenaries, Rebel forces, the more successful smugglers, and the occasional bounty hunter. With a first-class hyperdrive, it is also a speedy ship.

The ship has an eight-person cockpit. It has two decks. The lower deck typically holds the living quarters and ship's systems, with the cargo holds on the upper deck. However, owners routinely reconfigure the ship's layout to their liking, and many prefer the holds on the lower deck for easier access.

5	2	-3	DEFENSE				ARMOR
SILHOUETTE	SPEED	HANDLING	1	1	1	1	4
			HULL TRAUMA		SYSTEM STRAIN		
			34		25		

Hull Type/Class: Transport/YZ-775.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 1, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: One captain, one pilot, one co-pilot, two engineers, one cargo master, two gunners.
Encumbrance: 850.
Passenger Capacity: 0.
Consumables: Six months.
Price/Rarity: 500,000/3.
Customization Hard Points: 2.
Weapons: One dorsal turret-mounted twin light turbolaser (Fire Arc All; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).
 One port and one starboard turret-mounted twin medium laser cannon (Fire Arc Forward, Port and Aft or Forward, Starboard, and Aft; Damage 6, Critical 3; Range [Close]).
 Two forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Breach 6, Blast 6, Guided 2, Limited Ammo 8, Slow-Firing 1).

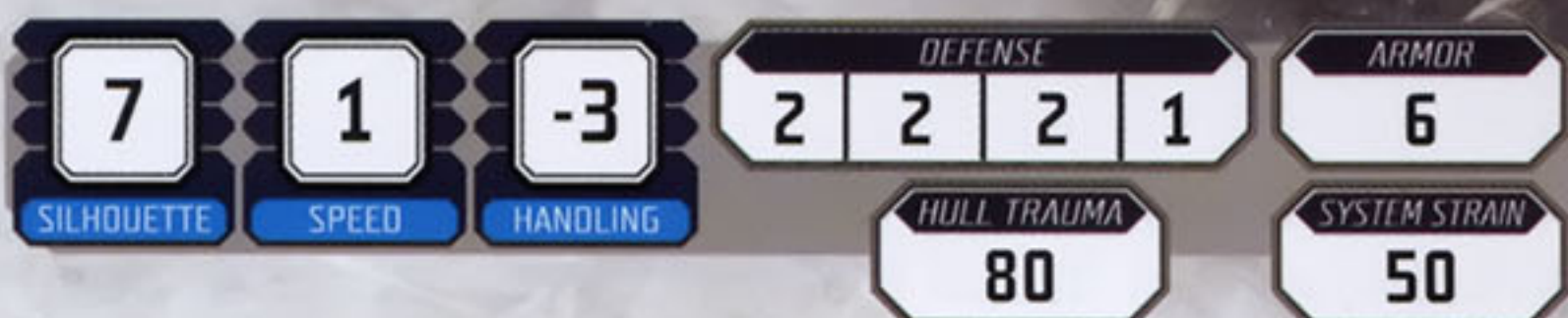
CAPITAL SHIPS

Mercenaries, pirates, and paramilitary groups often field small-to-medium-sized capital ships as a base of operations. The most successful groups may control larger craft, or even a small fleet.

RENDILI STARDRIVE NEUTRON STAR-CLASS BULK CRUISER

Rendili StarDrive's Neutron Star-class bulk cruiser was once a popular warship with planetary defense forces throughout the galaxy. Though lacking the punch of modern capital ships, the Neutron Star does sport enough turbolasers and laser cannons to be useful as an all-around warship for planets with tight defense budgets. They are effective pirate deterrents, and decent support vessels in larger fleets. Mercenaries often adapt the ship to their own specifications, and concoct methods to purchase older vessels from defense forces and then upgrade to more effective designs. The Neutron Star can be armed with a host of different weaponry, although typically they come equipped with a mix of heavy laser cannons and turbolasers.

With the rise of the Empire, many military forces (including the Rebel Alliance) find themselves scrambling for whatever capital ships they can find. Neutron Star cruisers are no match for Imperial Star Destroyers, but cash-strapped navies often have to take what they can get.



Hull Type/Class: Bulk Cruiser/Neutron Star.

Manufacturer: Rendili Star Drive.

Hyperdrive: Primary: Class 3, Backup: Class 20.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 2,200 crew.

Starfighter Complement: None.

Encumbrance Capacity: 5,000.

Passenger Capacity: 250 troops.

Consumables: One year.

Price/Rarity: 2,800,000/4.

Customization Hard Points: 6.

Weapons: Ten port, ten starboard, and four forward heavy bulk cruiser turbolasers (Fire Arc Port or Starboard or Fore; Damage 11; Critical 3; Range [Long];

Breach 3; Slow Firing 2).

Ten port, ten starboard, and five dorsal heavy laser cannons (Fire Arc Port or Starboard or All; Damage 6; Critical 3; Range [Short]).

Two forward-mounted heavy tractor beam emitters (Fire Arc Forward; Damage -; Critical -; Range [Short]; Tractor 6).

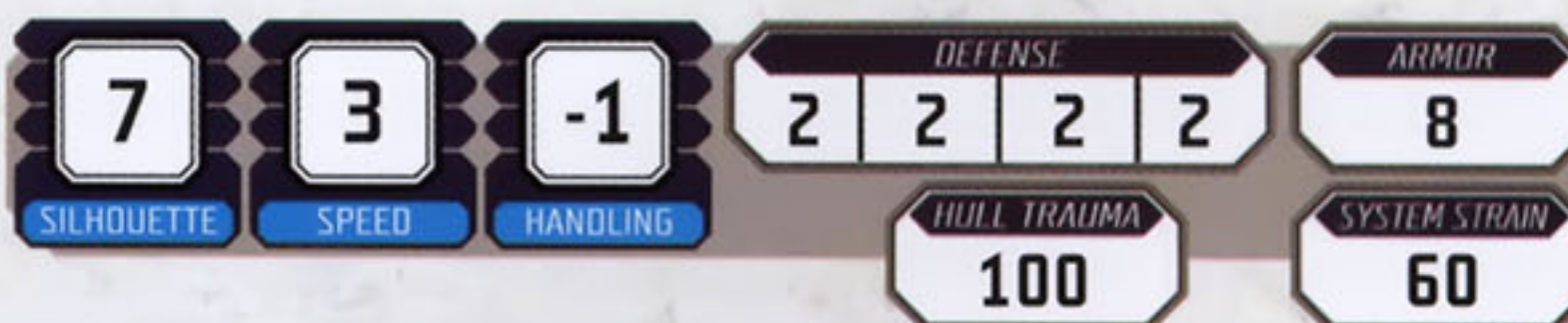
ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.



KELDABE-CLASS BATTLESHIP

The Keldabe-class battleship became known for its construction and deployment by the criminal Zann Consortium, after they stole the design from MandalMotors. A modern and effective warship, the Keldabe is a handful for any contemporary capital ship, including an Imperial Star Destroyer. The Keldabe also carries an unusual device that allows it to drain and use the power from an enemy's shields. It reroutes the energy into the ship's own formidable weapons. Though effective, the technology is also very expensive, and the Consortium's reach is limited.



Hull Type/Class: Cruiser/Keldabe.

Manufacturer: MandalMotors / Zann Consortium.

Hyperdrive: Primary: Class 2, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 6,000 crew.

Starfighter Complement: 36 starfighters.

Encumbrance Capacity: 8,000.

Passenger Capacity: 1,000 troops.

Consumables: 2 years.

Price/Rarity: 200,000,000/8 (R).

Customization Hard Points: 4.

Weapons: Five dorsal, ten port, and ten starboard turret-mounted heavy turbolasers (Fire Arc All or Port or Starboard; Damage 11; Critical 3; Range [Long]; Breach 4; Slow Firing 2).

Five ventral and five port and five starboard heavy ion cannons (Fire Arc All; Range Medium; Damage 8; Critical 4; Ion).

Two forward mounted mass driver missile launchers (Fire Arc Forward; Damage 14; Critical 3, Range [Extreme]; Blast 4, Breach 4, Inaccurate 1, Limited Ammo 10, Slow-Firing 2).

Five forward-mounted heavy tractor beam emitters (Fire Arc Forward; Damage -; Critical -; Range [Short]; Tractor 6).

ADDITIONAL RULES

Shield Energy Absorbers: The Keldabe has a set of unique shield absorption devices built into the hull. The technology is difficult to construct, takes up an inordinate amount of space, and can cause critical overloads in systems. However, it does give the Keldabe a unique advantage in combat. The absorbers may be activated as a maneuver by one of the Keldabe's crew. Once activated, one ship in medium range reduces its defense rating on all facings to zero. The system can remain on indefinitely, but at the end of each round it has been operational, the Keldabe takes 4 system strain.

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.

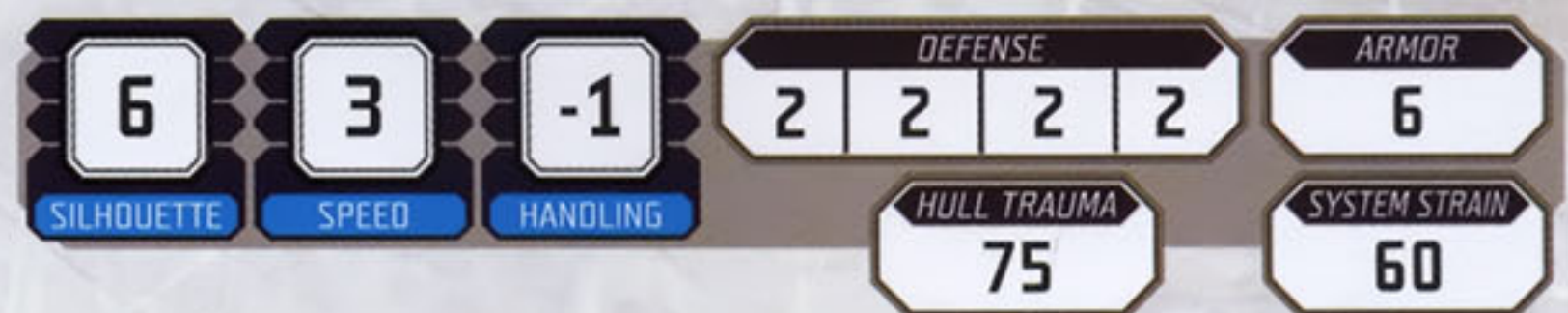
STARBOLT ASSAULT CARRIER

Corellian Engineering Corporation's Starbolt assault carrier was sold as an integrated ship and weapons system, complete with its own starfighter squadron, airspeeders and a command speeder. The ship entered the market a few years before the Clone Wars and was sold to mercenary units, planetary defense forces and similar units throughout the war. With the establishment of the Empire, CEC lost out to KDY and Sienar Fleet Systems for major Imperial contracts. The Starbolt was eventually discontinued partly due to reduced sales, but mainly due to Imperial edicts limiting the sale of military-grade systems to non-governmental and non-Imperial entities.

Starbolts remaining in service rarely have their original complement of speeders and fighters. Most have

long been replaced with more modern, better-suited, or more readily available craft. However, the ship is still an effective assault craft, and one that many star systems still employ on a regular basis in their ongoing battles with pirates and Rebels. Worn out or damaged Starbolts have been salvaged by mercenary units and the occasional pirate as well.

While the Starbolt was an easy-to-purchase package system and a competent assault craft, its on-board vessels were not themselves designed specifically for the ship. Rather, CEC partnered with other manufacturers to provide an excellent deal as well as an optimized combat solution for its buyers. Speeders were always sourced from other producers, as they were not part of CEC's product line. While CEC promoted their own starfighters in a package deal, most buyers opted for other craft. The most common configuration carried a squadron of Y-wings with a package of Mekuun vehicles—Invader assault speeders, Rush transport speeders and Overwatch Command Speeders.



Hull Type/Class: Frigate/Starbolt.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 800 crew and troop support.

Starfighter Complement: 24 starfighters, six assault speeders, four troop speeders, two command speeders, and two shuttles.

Encumbrance Capacity: 4,000.

Passenger Capacity: 250 troops.

Consumables: Two years.

Price/Rarity: 10,000,000 not including starfighters and speeders/8 (R).

Customization Hard Points: 2.

Weapons: Two dorsal turret-mounted heavy turbolasers (Fire Arc All; Range [Long]; Damage 11; Critical 3; Breach 4; Slow Firing 2).

Two port and two starboard light turbolasers (Fire Arc Port or Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2; Slow Firing 1)

Two ventral turret-mounted heavy ion cannons (Fire Arc All; Range Medium; Damage 8; Critical 4; Ion).

Forward mounted twin proton torpedo launcher (Fire Arc Forward; Range [Short], Damage 8; Critical 2; Blast 6, Breach 6, Guided 2, Linked 1, Limited Ammo 8, Slow-Firing 1).

Forward-mounted heavy tractor beam emitter (Fire Arc Forward; Damage -; Critical -; Range [Short]; Tractor 6).

PARAMILITARY VEHICLE QUICK CONVERSION TEMPLATES

Retrofitting existing civilian or light-duty craft into a vessel able to better withstand the dangers of combat is a common occurrence. Mercenary units, criminal operations and Rebels regularly adapt the craft at hand to better suit their purposes. Conversions are carried out by vehicle owners themselves, or hired out to mechanics, star docks, and under-world technicians.

If the PCs want to convert a civilian vehicle to paramilitary use, they can do so using attachments and modding those attachments. However, sometimes Game Masters don't have the time to build paramilitary conversions of existing vehicles from the ground up. These quick conversion templates allow the Game Master to adapt an existing craft's game characteristics quickly during play.

Each quick conversion template applies to a specific vehicle type. As these are retrofitted vehicles, the templates impose corresponding penalties for granted improvements. If the PCs have a chance of getting their hands on a retrofitted vehicle (or if the

GM decides to make one available to the PCs as part of the ongoing narrative), the GM should note that applying any of these templates fill up all of the vehicle's hard points, barring any other attachments. If the vehicle already has attachments, or has zero hard points, then the GM should consider not applying these quick conversion templates.

The profiles for the weapons applied via these templates can be found on page 230 of the Edge of the Empire Core Rulebook, in **Table 7-1: Starship and Vehicle Weapons**. The weapon name also specifies whether it should have the Linked 1 quality (if it's a "twin" weapon), and the facing it operates in. If it's turret mounted, the weapon should have facing All. If the template has a defense increase listed, the GM decides which arc the increase applies to.

The GM can, of course, tweak these templates if he sees fit, since these are simply designed to let him make ad-hoc paramilitary vehicles in the midst of a game.

TABLE 2-10: PARAMILITARY VEHICLE QUICK CONVERSION TEMPLATES

Vehicle	Handling	Defense	Armor	Hull Trauma Thresh.	System Strain Thresh.	Weapons
Airspeeder	-1	-	+2	+2	-1	Forward light blaster cannon
Cloud Car	-1	-	+1	-1	-	Forward light auto-blaster
Landspeeder	-1	-	+3	+2	-1	Medium laser cannon turret
Walker	-1	-	+2	-	-2	Forward medium laser cannon
Wheeled/Tracked	-1	-	+3	+2	-1	Medium laser cannon turret
Speeder bike / Swoop	-1	-	-	+1	-1	Forward light repeating blaster
Bulk Transport	-1	+1 in two arcs	+2	+5	-5	Two turret-mounted heavy laser cannons
Light Freighter	-1	+1 in one arc	+1	+2	-2	Two turret-mounted quad laser cannons
Medium Transport	-	+1 in one arc	+2	+3	-2	Two turret-mounted medium laser cannons
Shuttle	-1	+1 in two arcs	-	+2	-3	Two forward twin light laser cannons
Yacht	-	+1 in one arc	-	+2	-5	Two forward and one aft light laser cannons





ACTION AND ADVENTURE

"Your friend is quite a mercenary. I wonder if he really cares about anything...or anybody."

-Leia Organa

The Hired Gun covers a wide range of character concepts, overlapping other archetypal roles. He is an attacker, an invader, a protector, a guardian, an instigator, an enforcer, or a bodyguard. However, by definition, he is in it for the money. He lives a mercenary life, even if he is not a mercenary soldier. When the Hired Gun can do the work he's great at and get paid, he's doing his job correctly.

The Hired Gun is a capable fighter, but not necessarily a highly trained one. He is often a soldier, but not always a professional or a member of a legitimate fighting force. He fights for the credits, but occasionally for causes that are important to him. If the Hired Gun gets paid for furthering a strong belief, moral, personal, or political end, then so much the better.

This chapter discusses how to integrate the Hired Gun into an adventure or campaign. It provides ideas and suggestions for planning specific missions and story lines that highlight the Hired Gun career. It also provides GM advice for developing and granting an appropriate amount of XP for Hired Gun missions, particularly those that are heavily combat-focused.

INTEGRATING HIRED GUN CHARACTERS

Adventuring parties in **EDGE OF THE EMPIRE** typically include a diverse group of character types and professions. Including a combat-focused Hired Gun into the party is very easy. In *Star Wars*, combat is often a prominent feature of any adventure, so the GM nearly always has something for the characters to do. However, allowing the character to function as a true Hired Gun, and not just another combat drone, can present a challenge. In short, the Hired Gun needs a reason to be with the group, and that reason should involve payment and play to the Hired Gun's mercenary nature. This section delves into those concepts, and how the GM can handle groups with a single Hired Gun, or a party full of them.

THE EMPLOYER

Who is the Hired Gun's employer? This should be the first question asked and answered when creating and

THE LIGHT SIDE, THE DARK SIDE, AND THE HIRED GUN

In **EDGE OF THE EMPIRE** and the classic era of *Star Wars*, Force-sensitive individuals have no Jedi to train them and few other well-known and active Force-using traditions from which to draw. Given the many advantages of Force use in combat, untrained Force-sensitive characters may gravitate towards combat and the Hired Gun career. A Force-using Hired Gun deliberately uses violence more often than other careers. There should be regular temptations to use the Force to help out towards violent ends. This naturally opens the character up to temptations from the dark side.

Force-using Hired Guns have all of the same societal problems with using the Force in public or becoming a known Force user. Namely, sooner or later the Empire notices and eventually takes steps to hunt down the character. Others may also take a similar interest or turn the character in.

While the GM may treat a Force-using Hired Gun much like other careers, it should be noted when the PC uses the Force in combat, and how. Characters that use it in a violent and evil manner should be further tempted by the dark side, and the GM should give the surrounding characters chances to realize this. Even if the PC or NPC doesn't know about the Force or the dark side, they still may notice a continuing shift in attitude, feel threatened by the character, and act accordingly.

introducing a Hired Gun. Hired Gun characters can be divided into two general categories: those working for a group or organization, and those working independently. Each option presents different challenges and opportunities in a campaign.

WORKING FOR AN ORGANIZATION

Hired Guns working for an organization are typically members of an irregular military force instead of a regular army. Many Hired Guns start off as soldiers, but turn to other paths for better pay.

The largest organizational employers of Hired Guns are mercenary and paramilitary groups. Mercenary groups are normally freelance military units for hire. While politics and morals might play a role in what missions a given mercenary group takes, the amount they are paid is much more important. Mercenary groups range from just a few individuals to rivaling minor planetary defense forces in size. Some are loose affiliations, while others have their own command structure, rank, and formal contracts.

Paramilitary groups are typically organized for, or dedicated to, a particular cause. They might be an armed organization supporting a stated ideology. They might be a standing militia operating as citizen soldiers defending an area where no other security exists. They may also be a corporate security agency, dedicated to the safety and protection of corporate worlds, structures, and compounds. See page 85 for more about paramilitary organizations.

When a Player Character works for a formal organization, the GM and player should answer the following questions. This gives guidance as to how the character may interact with the group, as well as influences the PC's effect on the storyline. Note that if the PC once worked for an organization but no longer does so, that player should look at the **Working Independently** section on the next page.

- To which organization does the PC belong?
- Is the rest of the party employed by the organization? Does the campaign focus on the organization?
- If the party is a separate entity, why is the character away from the organization?
- Is the character working with or against the party?
- Does the party know of the PC's affiliation with the organization? If not, then why not?
- Does the organization have any stake in the adventure? If so, does the party know about it? If not, would either side care that the PC is participating?
- Are the PCs paying for the Hired Gun's services through the organization? If not, who is paying and why?
- If the PC is operating independently, when is he required to return to the organization?
- If the PC is arrested, captured, seriously injured, or killed, how would the organization respond?
- If the PC acts against the organization, embarrasses it, or endangers it, how would it respond? What if the PC's associates do so?
- Is the PC's Obligation tied to the organization (Dutybound, for example)? If the PC's Obligation is activated, does that mean the PC has been recalled or otherwise ordered to carry out a specific task or mission?
- What is the PC's expected duties as a member of the organization, and at his rank?
- To whom does he report and how?

Working for an organization has additional benefits, though the extent depends on the exact organization selected and the GM's approval. As above, the GM and player should discuss these benefits beforehand.

- How much is the PC paid and how often? See the **Regular Payments** sidebar on the following page.

- Are there medical or other benefits?
- What benefits does the PC have at his particular status within the organization?
- Are there opportunities for advancement, and how would a promotion (or demotion) affect the PC's relationship with the party?

Organizations provide a wealth of story, drama, and roleplaying opportunities. They may become virtual characters in their own right, as an organization responds to events or carries out its own actions. They can provide a GM with a consistent source of new NPCs, random events, and Obligation-related stories. Organizations should also play a major role in any long-running campaign.

WORKING INDEPENDENTLY

Hired Guns who operate independently are freelancers willing to work for a much wider range of employers, without the backing, rules, laws, or hindrances of an organization. These Hired Guns are much more open to roles of dubious legality, if not jobs that are outright criminal. While not every independent Hired Gun is a criminal, the nature of his work and demeanor often lead to the grey areas at the very least.

The independent Hired Gun might have trained in a legitimate military or similar organization. He might have left for any number of moral or monetary reasons, or have been fired or wrongfully discharged. Other Hired Guns have no formal training at all, but learned their combat skills through other means, such as a mentor or family member. Some seek out training, others learn on the job.

Independent Hired Guns work for a great range of employers. Some are nobles and politicians in need of security, while others are criminal masterminds who



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require thugs, hit men, guards or personal guardians. Virtually anyone who can afford the Hired Gun's fee is a potential employer. However, most Hired Guns are less interested in acting as bounty hunters.

Integrating the independent Hired Gun into an adventuring party requires convincing him to join the group. While he might lend a hand for a short time on principle or at the behest of another as a favor, sooner or later, he wants to get paid. The GM and player may use the following questions to help give the Hired Gun

REGULAR PAYMENTS

By definition, many Hired Guns expect to get paid. However, the initial setup for most **EDGE OF THE EMPIRE** campaigns forces the PCs to be short of cash and long on debt or similar Obligation. A character that receives regular payments can disrupt this basic premise, which can be an issue if the GM wants the PCs to be desperate for credits.

Depriving a Hired Gun character of a logical regular payment simply because the other PCs are short on credits is not normally a satisfying answer. However, controlling when and how the credits arrive gives the GM more leeway in such a campaign. While the easiest way to pay for services is to simply dump credits in the PC's bank account, it isn't the only way. Payment might only be made in person and in cash, to avoid government tracing. It might be

made in other forms of wealth for the same reasons. Payments to the account might be late, or the organization might have a cash flow problem, making the payments irregular in timing and size. They might even fire the Hired Gun and refuse to pay him for any number of legitimate or disputed reasons.

Of course, living in the galaxy with temperamental ships and used equipment drains credits quickly. Dwelling, dock, and other rentals are regularly required. Corrupt officials, frauds, and unscrupulous allies can also sap credits from the PC or party regularly. A character can receive regular payments, yet be constantly short on cash, for plenty of believable reasons.

For more information on rewards and payments, see **Hired Gun Combat Rewards** on page 89.

a purpose for joining the party, even if the answer is as simple as the group hiring him outright for his services.

- Does the Hired Gun want to get paid? If not, then why not? Circumstances may overtake the character, and override this basic requirement.
- Why is the Hired Gun working with the party?
- What are the Hired Gun's specific duties? How strictly are they defined? Is there a contract? Who decides disputed terms?
- If the Hired Gun is hired personally by the PCs, how did they locate him?
- Who is paying the Hired Gun, and how much?
- If the PCs are paying the Hired Gun, what happens when a payment is missed? Might the Hired Gun leave or try to extract payment? What sort of affect would this have on the campaign, and are the players willing to play through the potential drama of the situation without hard feelings? If the Hired Gun character leaves, would the player take on a new character?
- Who pays for the Hired Gun's accommodations, equipment, weapons, vehicles, and medical care?
- What happens if the Hired Gun is arrested, captured, injured, or killed?
- What happens when the task the Hired Gun is hired for ends? What happens if he fails?
- If the Hired Gun is a PC's personal bodyguard, what are the ground rules, and how strict is the need for protection?

Independent Hired Guns provide great roleplaying opportunities between party members as well as story possibilities. The Hired Guns are often of a completely different mindset, toughness, and sensibilities than other character types, such as Colonists or Technicians. The potential conflict between the two sets up additional drama in the game. The Hired Gun's background and Obligation might affect the game, and suddenly reveal new enemies or unexpected encounters should his past suddenly interrupt his current gig.

WORKING FOR CRIMINALS

It is natural in an **EDGE OF THE EMPIRE** game that the PCs deal regularly with the shady side of galactic civilization. Much of what they do and where they operate necessitates working with criminal characters, even if the PCs are not criminals themselves. The Empire's edicts have criminalized many things that would normally be unrestricted in a freer society, so it isn't hard to run afoul of Imperial law even when trying to stay respectable. Some character careers and specializations are overtly criminal, such as a Smuggler or Outlaw Tech. Others are hazy, such as a Fringer, Bounty Hunter, or Hired Gun.

Working for an individual criminal, crime family, syndicate, or crime lord brings its own risks and rewards.

SHORT TERM HIRED HELP

Given that the level of combat naturally changes over the course of a campaign, it is very possible that the PCs find themselves outgunned and looking for help. If the adventure gives the players enough time to recognize the need and prepare, they might take the opportunity to bring in a Hired Gun PC temporarily. One of the regular players could set aside a less combat-proficient character to create and play a new Hired Gun for a few sessions. The player might run the character as an alternate or second character. However, bringing in a new player to take on the role is a great way to introduce a new player to the group, introduce them to the game itself, or allow someone to join in for a limited time.

Hired Guns, in particular, can find lucrative jobs as enforcers and other muscle for most any major criminal enterprise. However, not all of the risks are immediately evident—criminals keep many secrets. A Hired Gun or Smuggler might find out much too late that associating with his employer brings a lot more scrutiny or reputation damage than he expected. If one or more PC works for a criminal enterprise, the Game Master should consider the following questions:

- What sort of criminal organization is this? Does it specialize in any particular criminal activity?
- How big is the organization or group?
- What is the group's reputation in the galaxy among the underworld? Is that reputation different for law enforcement or other interested parties?
- Who leads the group, and how strong are they?
- In what geographical area does the group operate?
- Who are the group's rivals and enemies? Are those rivals more or less criminal than this group?
- How interested is the Empire and/or local law enforcement in the group?
- What sort of reputation is likely to rub off on the PCs for associating with the group? What happens if they try to leave?

PCs should also consider the following, though these elements might develop as the story progresses:

- How willing are the PCs to go along with the worst of the criminal enterprise with whom they are associated? Where do they draw the line on conduct and what they're asked to do? How might the PCs respond if asked to violate their morals and/or the law?
- How might the PCs respond to arrest and criminal charges for associating with the criminals?

HIRED GUN ADVENTURING PARTIES

It is possible to have a majority of Hired Guns in a party. This is particularly true if the GM wants to run a mercenary-heavy campaign and use some of the story ideas presented later in this book. Hired Gun parties and their stories often become combat-focused. While this is absolutely acceptable, it also inverts the issues described previously. Now, the GM should work specifically with the other players to make sure their character types and interests are covered during the game. However, the range of specializations provides plenty of diversity within the Hired Gun career for multiple character types. The Mercenary Soldier has leadership abilities, the Bodyguard is a good defender, while the Heavy and the Marauder are frontline fighters with different styles. The Demolitionist is also tech-oriented, and the Enforcer can be the (aggressive and antagonistic) face of the operation.

In fact, even with a mercenary-centric campaign, other character types are needed and encouraged. Just because a character isn't a Hired Gun doesn't mean he can't be equally enticed by cash rewards for combat. Even if the campaign is expected to focus on combat or the military, medics, technicians, and even negotiators still have roles to play in a successful operation.

As with individual Hired Guns, parties should decide if they belong to an organization, are acting independently, or are acting as their own small group. While there could be a mix of these conditions, focusing on one simplifies the story. The same questions provided previously can guide the party's decisions and situation. The GM should also provide some guidance, especially if using some of the ideas in the **Hired Gun Combat Campaigns** section on page 85.

INSPIRING HIRED GUNS

This section provides specific story hooks and ideas for integrating Hired Gun Player Characters into a group. The GM and players may use these directly, or simply as inspiration for their own backgrounds, motivations, and circumstances. Each idea works with one or more Hired Gun specializations.

ABANDONED

The PCs discover the Hired Gun after he was abandoned by his organization. He might have been left behind, believed dead on a battlefield. He might be a long-lost survivor of a shipwreck or failed campaign. A search to discover what happened to the organization or unit might lead the PCs through an investigation and revelation of secret deals between the group and their rivals.

GUARDING A CHARACTER

The PCs need to guard a specific Non-Player Character, and must hire a trained bodyguard to help. The body-

guard might be a highly-trained professional, or an up-and-coming specialist who oversold his current skills. Alternatively, one of the PCs requires a bodyguard, and this individual is hired to provide that service. The interaction between the bodyguard and the hiring PC can be a major plot point in the campaign.

FORCED ENFORCER

The Hired Gun is ordered to accompany the party because one or more of the PCs owes the Hired Gun's employer. The Hired Gun is along to make sure he (or they) don't skip out on the deal. He might work for a crime lord or someone in power with a lot of influence. This is most suitable for the Enforcer specialization.

HIRED GUN ON THE RUN

The Hired Gun is on the run from a bad situation. He needs to make some credits either directly off the characters, or from their source of income, and he's ultimately willing to give up his normal fee in the interests of self-preservation. This is suitable for any type of Hired Gun. Possible situations include:

- The Hired Gun is a deserter from Imperial forces or AWOL from a military, mercenary, or paramilitary unit. The character might have an Obligation tied up in the situation and be compelled to deal with it.
- The Hired Gun is running from a powerful crime lord and his bounty hunters after failing to protect his employer or after botching a raid on a rival.
- The Hired Gun used to work for a notorious, illegal mercenary unit virtually destroyed by the authorities. Law enforcement is actively searching for the survivors. Commanding officers within the group might also cause trouble by chasing him because he knows too much about their nefarious schemes.

THE PROTECTORS

As a group of Hired Guns, the PCs rent themselves out to defend others for a fee. They might employ other Hired Guns to increase their firepower, or hire other PCs to fulfill supporting roles.

WANTED: HIRED GUN

The PCs decide they need more firepower and hire it themselves. They may employ one or more of any specialization they need. However, given that they are typically low on cash, they must use some of their Obligation to get the money to pay the Hired Guns directly, or have them provided as a favor. The first adventure might include a competitive interviewing process with other Hired Guns trying to win the job—and retaliate when they lose out.

HIRED GUN COMBAT ENCOUNTERS

While combat is a part of every *Star Wars* adventure, this section delves into creating combat encounters that specifically highlight the Hired Gun. If successful, the encounter should show off his skills and make the rest of the characters very glad they employed the character. This isn't to say other characters won't have a role or be effective in such an encounter, but it plays to the Hired Gun's strengths. Some examples cater to specific Hired Gun specializations, such as the Bodyguard. Each section gives setup advice and pointers to enable the GM to better adjudicate these special situations that the specialized Hired Gun encounters. Of course, not everything goes the Hired Gun's way, so this section also includes ideas to complicate things when they go terribly wrong. Finally, this section focuses on the mechanics of building an encounter, whereas the following sections provide encounter, adventure, and campaign ideas.

CHOOSING AN ADVERSARY

Choosing a suitable adversary that highlights or complements the Hired Gun's abilities helps create a fun and satisfying encounter. While the type of adversary might be dictated by the adventure or storyline, the GM should consider further tailoring the opponent to better mesh with the Hired Gun. Alternatively, providing an enemy that preys on the character's weaknesses also makes for a challenging, tense, and exciting encounter—provided the technique isn't overused.

The GM may use a couple of methods when selecting an adversary. One is to take an existing opponent already slated to be used in the encounter and plan to use it directly against the Hired Gun. The opponent might simply use tactics that play into the Hired Gun's hands. This works well with minions. With rivals or nemeses, the GM might swap out a talent or ability for one that counter-

acts or complements one of the Hired Gun's talents or improved skills.

The second method is to build a new adversary specifically to battle the Hired Gun. This works best when the adventure or encounter can be tailored in such a way to ensure the two pair off during the fight. For instance, if the Hired Gun is a good melee combatant, insert an equally good (or better) melee opponent into the encounter. Use the character to lead to a classic, cinematic-style fistfight or martial arts duel while the rest of the fighting rages around them.

In either instance, picking combatants and situations that allow the Hired Gun to use his talents makes both the fight and the character choices more rewarding for the player. For example, if an Enforcer has invested in the Stunning Blow talent (see page 27), giving him a good reason to knock out an opponent rewards his choice of talent, and gives the GM a way to get information in the PCs' hands via a captured enemy. Likewise, if a Heavy has the Barrage talent (see page 31), he should get the opportunity to blast away at important enemies or targets from long range, and they should have habits or reasons to make that possible.

The GM should also vary the opponent's ability-



SIGNATURE ABILITIES

Once a Hired Gun gains a Signature Ability (see page 35), the GM should prepare encounters for its use. In some cases, the GM might actually make the encounter tougher than normal, rewarding the PC for making a choice that enables him to succeed in situations no other character could. For average encounters, the GM should be prepared for an abrupt end to the fighting once Last One Standing becomes a regular occurrence in the game. The Unmatched Protection signature ability is less disruptive to the fight, but makes the individual much harder to injure and likely more fearless in the battle.

ties and relative effectiveness between encounters. The Hired Gun should be able to completely overwhelm an enemy at times, making short work of a lesser foe, whether he is a minion or rival. A nemesis should almost always be a challenge unless the PC has worked hard to develop a way to defeat him. On the other hand, throwing a powerful foe into the mix that unexpectedly knocks the Hired Gun for a loop is a great way to illustrate that things have become very serious very quickly.

SETTING SETUP

Another method to create a Hired Gun-specific encounter is to develop or manipulate the location. This covers the combat site, its terrain, and environment. It also includes bystanders and other neutral parties. Planning the setting ahead of time allows the GM to plan and anticipate likely actions by both sides, and the GM can alter the setting to enhance elements of combat. Important story elements are often revealed or fought over this way.

However, combat is fluid and often unexpected for one or both sides. The GM might make a list of setting conditions that are adaptable to the location in which the PCs find themselves fighting. The GM might come up with the immediate surroundings on the fly (or use a map if available), then apply the setting notes to it.

When creating a setting, the GM should make a rough map of the combat site. Virtually any type of terrain or urban landscape is possible. The GM should sketch out the immediate surroundings, and think a bit about what lies beyond—after all, any combat can turn into a chase the minute one side decides to run away. On the map, the GM should note elements useful to the Hired Gun (this also works for other careers).

- Room to maneuver, or specific paths for attack and escape.
- Possible cover and its modifiers.

- Lighting, with a focus on shadowy or dark areas that can conceal friends or foes.
- Weather or atmospheric effects like rain, fog, or steam, for possible dice modifiers.
- Durability of the doors, windows and hatches, should they need to be forced open.
- Durability of the surrounding structures or elements. This allows the GM to plan ahead for disastrous errant blaster shots, ☉, or ☾ results.
- Stability of the ground or decks.
- Viable demolitions/explosives locations and the possible results.
- Elements catering to particular specialties. Examples include firing positions for weapons used at a distance or pits and chasms for melee combatants to battle along, fall, or be thrown into.

PLANNED COMBAT

Combat in **EDGE OF THE EMPIRE** usually consists of small skirmishes or relatively quick space battles while one side tries to escape another. For some Hired Gun encounters, especially mercenaries, they should be actual combat missions with defined objectives and underlying motives. The two sides are usually trained combatants using military tactics, making the entire situation often much more deadly than a bunch of thugs enforcing the local crime lord's orders. This section looks at smaller planned encounters. See **Mass Combat** on page 81 for much larger encounters.

When creating a small-scale combat mission, the GM needs to create the setting and pick adversaries, but also must imagine the personality of the group, its leaders, and its soldiers. Is the unit aggressive? Is there a disparity between the leader and followers, such as an aggressive officer with an ambivalent or fearful squad? Why does the enemy fight, and why would they stop? What are the consequences of one side surrendering, perhaps unexpectedly? How good are they at fighting? Do the PCs have allies or access to healing?

Next, the combat needs a clear objective, preferably one that ties into the Hired Gun's paid services. The objective can be as simple as "protect NPC X and escape," or complex, such as "fight your way into the compound, find the plans, and steal the prototype fighter from the hangar." There should be clear-cut benefits for success and consequences for failure, possibly even a reduction in payment.

The GM should map out the expected fighting round by round, listing each NPC combatant and his likely tactics. This helps keep the battle from moving too far afield from the GM's storyline, and also helps to remind the GM about specific events that might otherwise be forgotten as the combat develops. Since

SETTING SETUP EXAMPLE: THE BODYGUARD

Bodyguards benefit from settings that support their roles. Their emphasis is naturally on defense, and specifically the defense of an individual. When setting up a combat where a Bodyguard his ward is involved, the GM might consider the following elements:

- **Cover:** The Bodyguard is likely to push his ward behind the nearest solid element between them and their attacker. Having to use short objects for cover brings about different reactions than taller objects. Cover is often improvised, so while control panels and crates are commonly used, the GM should also include vehicles, droids, strong columns, pilasters, girders, and other structural elements.
 - **Multiple Exits:** The smart Bodyguard looks for the quickest and safest exit.
- **Dangerous Distractions:** Not every person wants to be guarded constantly, and they usually have a lot less combat sense than the Bodyguard. Providing control panels, vehicles, droids, machinery, and other elements the ward can manipulate adds interest and complexity to the situation. Some should be helpful items, though they may require some cleverness to make a positive contribution to the situation.

it is impossible to fully anticipate player actions, the list should become less detailed with each round, giving the GM more room to adapt to the situation as it evolves. The list should also include events unrelated to the fighting itself, such as weather effects or the arrival of reinforcements.

The GM should also note the likely aftermath when the battle is over. Who deals with the wounded or dead? Where do the survivors go and how? Is this a legal fight? If Imperial, planetary, or law enforcement forces arrive on scene, what is their reaction? Are there spoils to collect? What about captives?

The rewards and XP for the encounter (if any) should be noted beforehand as well. See **Hired Gun Combat Rewards** on page 89 for more information.

AMBUSHES

Ambushes are commonly used by and against the PCs. Ambushes range from a gang of thugs springing from a dark alley to military recon units methodically setting up an attack using tactics, camouflage, and crossfire with deadly efficiency. Even a seemingly simple negotiation can result in a surprise attack—planned or spur-of-the-moment.

When planning an ambush, location is everything. Pick the wrong spot, and the ambushers might be detected, or the targets able to escape or better protect themselves. Though many ambushes take place while the target is traveling, the attackers might also lure the targets into a locale of their choosing.

For the GM, the most important aspects of the ambush are cover, lighting, and initiative. Appropriate cov-

er and lighting inflict one or more ■ on the defender's checks. Initiative can be a challenge. **EDGE OF THE EMPIRE** allows both sides to check for initiative even in an ambush, making it possible that the defenders might actually detect the attack a moment before it occurs. If the PCs are the defenders, the GM should minimize describing the details of the sudden attack until after the initiative check is made. That way, if one or more PC acts first, they have less information to respond to, preserving the chaotic uncertainty of the attack. They might know something is going on, but not exactly what or from where. The GM might allow Perception checks to detect the attacker's locations and actions, but should add multiple ■ for the conditions.

VEHICLE COMBAT

While starship combat is not a Hired Gun's typical area of expertise, planetary vehicles certainly are. Hired Guns don't gain the benefit of the piloting talents available to other careers unless they have more than one specialization. However, some are more than capable gunners in a vehicle or a starship. In vehicle combat, they naturally gravitate towards the gun turrets. The GM should plan accordingly and provide gunners with either multiple targets, or fewer, tougher targets where attacks can target specific locations or ship's systems.

Hired Gun mercenaries are more likely to use heavier combat vehicles on the battlefield. Mercenaries may have access to hover tanks, armored speeders, walkers, and military grade speeder bikes. Mercenary units always have some type of vehicle for deployment and transportation.

Mercenaries and paramilitary troops plan and fight in large-scale vehicle battles. When planning these battles, the GM should note the types of likely vehicles and plan tactics around their strengths and weaknesses. For example, if one side uses hover tanks and the other uses airspeeders, it produces a much different battle than speeder bikes versus landspeeders. Speed of the vehicles, terrain, and the experience of the crews are the most influential factors beyond vehicle type. Using very different vehicle types highlights their differences, but using vehicles of the same type might let a character's tactical choices play out in a more obvious way.

In large-scale battles, it is best to have the PCs split up in multiple vehicles, pairing a pilot and gunner. This gives the PCs the opportunity to save their friends when in trouble, propose unexpected tactics, or even allow PCs that are more safety-conscious to use different tactics than their aggressive counterparts in the same battle. Also, the loss of a single vehicle likely won't derail the entire encounter, if the PCs are picked up by their friends and can stay effective in the battle.

MASS COMBAT

In **EDGE OF THE EMPIRE**, large-scale combat is expected to be handled cinematically. The PCs generally affect only a small part of the battle, though it could be vital to the fight overall. When the PCs are on the battlefield, not every part of the encounter must use structured combat. The PCs may move about, making skill checks and attacks when needed, without using the round sequence until they are fully engaged in the fighting.

Mass combat ranges from a few dozen combatants to thousands of troops or hundreds of starships. When planning a mass combat, the GM should define the size of the opposing forces, who is commanding them, and their objectives. The GM should also note their likely backup plans, withdrawal routes, and level of dedication to the fighting. If they take 50 percent casualties, how do they respond? What about at 70 percent? Do they retreat? Do they surge in an all-out final assault? Do they break off and try to rally at a predetermined point?

The PCs' roles should also be defined. Are they central to the battle? If they take out the enemy leader, what happens? Are they merely troops trying to survive the day? Do they enter the battle believing they hold one role, only to discover they must take command in the heat of combat? Ordering or assigning the PCs to a specific objective keeps them focused on one task, and likewise allows the GM to design the encounter and adversaries accordingly. The PCs might have multiple objectives, and their success and failure influences or determines the outcome of the battle.

As with most good *Star Wars* encounters, mass combat battles should move along quickly. If the battle bogs down, the GM should find a way to change

the conditions or end the fighting. The opposing leader might change tactics, make a mistake (even an obvious one), or be neutralized. The PCs might find an unexpected way out, a new ally, or overwhelming reinforcements. The morale of either side might suddenly fail, or surge in a bid for survival or revenge.

MORALE AND ENEMY ACTIONS

Whether in large-scale combat or hand-to-hand fighting, morale should play a big role in any battle. In larger fights with organized forces, morale can quickly swing a battle as the combatants draw strength from leaders, or despair from losses. The GM should keep a loose hold on NPC morale and make changes obvious to the PCs. The NPCs might surge forward when bolstered by success or a charismatic leader, or they might suddenly cut and run when their champion or leader is defeated. The PCs might make Coercion checks to further demoralize an enemy, as well as Charm and Leadership checks to boost their own allies.

SPECIALIZED COMBAT

This section contains typical encounter examples for each Hired Gun specialization. The GM should adapt variations of them to his own campaign. All of the adversaries listed in this section are from the **EDGE OF THE EMPIRE** Core Rulebook **Chapter XII: Adversaries**.

BODYGUARD

Bodyguards typically fight in close proximity (engaged) with their ward. Bodyguards should regularly get the opportunity to block or defeat incoming attacks or attackers, using the Bodyguard talent, their toughness, and their own ingenuity. Usually, a single adversary focused on the bodyguard's ward is sufficient to keep their attention. Adding attackers increases the tension, but also the likelihood of retreat. However, using minions as a group cinematically replicates a rush attack without instantly overwhelming the defenders.

STOP A KIDNAPPING!

A gang of bounty hunters tries to capture the bodyguard's ward.

Setting: Large, crowded, open-air pedestrian sky-bridge network, linking multiple buildings and platforms at multiple levels.

Cover and Objects: Sales kiosks, tapcafe seating areas, ramps to other levels and art objects.

Adversaries: Five Apprentice Bounty Hunters [minion] lead by a Journeyman Hunter [rival].

Attack: The hunters ambush the PCs near the edge of the bridge. The Journeyman Hunter immediately tries to use a wrist-fired cable to lasso the target and then fly away using a jet pack. When engaged by the bodyguard, the hunter battles one-on-one. The minions divert from attacking the rest of the party to pursuing the ward themselves.

Surprise: The tangled cable ends up dangling the ward or bodyguard precariously off the bridge.

Alternate Hook: A group of slavers regards the ward as a high-value opportunity, with two Slavers [rival] showing up with a trio of Aqualish Thugs [minion].

DEMOLITIONIST

Demolitionists always blow things up. They need opportunities to set their charges and escape. Encounters should give them a target, a risky path to the target, time pressure to set the charge, and challenges that delay their escape before the charge detonates. The GM needs to consider the effects of the explosion and its impact on the PCs, enemies, and bystanders.

STOP THAT STARSHIP!

The demolitionist must prevent a wanted commander from reaching or escaping in his starship.

Setting: An enormous damaged hangar, filled with smoke and debris in the midst of battle.



Cover and Objects: Large chunks of debris, burned-out starships, vehicles, malfunctioning control panels, and stacks of crates.

Adversaries: Planetary Defense Force Troopers [minion] protect the vessel until the commander (Imperial Moff [nemesis]) arrives on scene.

Attack: Allies cover the demolitionist's approach. He must pierce the defensive perimeter by stealth or speed, then determine the best location for the charge, with each promising a different risk vs. reward. Options include the hatch, engines, main landing gear, or fueling system. The better the option is, the riskier the approach and better the protection.

Surprise: The commander arrives with reinforcements, cutting off the demolitionist's escape route.

ENFORCER

Enforcers bend others to their will, or that of their employer. They use intimidation and coercion as well as their combat skills, and even combat encounters should give them the opportunity for both. NPCs intimidated by the Enforcer should may surrender, flee the encounter, or suffer ■ to their skills.

LEAVE BEFORE YOU GET HURT

The enforcer must prevent a gang of rival thugs from getting through to his employer...one way or another.

Setting: The enforcer's employer's crowded, posh nightclub complete with singers, wealthy patrons, and low-level officials.

Cover and Objects: The place is filled with tables, chairs, decorative screens, and gambling machines.

Adversaries: A Barabel Enforcer [rival] with four Aqualish Thugs [minion].

Encounter: The Barabel Enforcer arrives with his Aqualish entourage, determined to meet the PCs' employer in the back room. The PCs engage them at the door between the main nightclub room and the back room, determined to make them leave quietly. They exchange threats. If the PCs fail to intimidate, combat ensues. However, even during combat, the Barabel continues the verbal exchange, allowing the PC to continue to make Coercion checks if desired to intimidate him or his minions into leaving.

Surprise: A wealthy patron's bodyguards get involved in the dispute.

HEAVY

Heavy Hired Guns can take what they dish out, and more. They are likely to carry larger, heavier weapons more effectively, and can survive somewhat longer, taking more hits. Heavy characters that like to be mobile rely on their toughness for survival. Others pick a prime defensive location to lay down the heavy fire.

ADVANCE!

The Heavy must aid his allies' advance through difficult battlefield crossfire.

Setting: An assault on a crime lord's stronghold, right through the fortified building's front door. It is a wooded area, with a narrow road approaching the building.

Cover and Objects: Thick vegetation, stout trees, rocks, and a power fence with a gate 10 meters outside of the building itself.

Adversaries: Three groups of four Pirate Crew [minion], with a Pirate Captain [nemesis] leader.

Attack: The characters advance up a lightly defended road. The Heavy may use mobile tactics, or leapfrog from one defensive position to the next as he knocks out strongpoints and pockets of resistance. Once at the gate, the Pirate Captain focuses a counterattack on the Heavy, boosting his minion's attacks in the process. The Heavy must keep the pirates engaged while his allies disable the fence and attack the building.

Surprise: The Pirate Captain ambushes the Heavy with a hail of repeating blaster fire.



MARAUDER

Marauders like to crush their opponents, up close and personal. While they willingly enter melee on their own, they need opponents with whom they can go toe-to-toe. Not all melee combats are slug fests. One enemy might simply stand tall and duke it out, but others might hit and run, specialize in tricky maneuvers, attempt knock-downs, or team up and attack from multiple sides.

WOOKIEE RAMPAGE

Someone unwisely upsets a Wookiee, who now wants to rip his arms off.

Setting: A dark, seedy, rickety gambling hall, filled with unsavory characters.

Cover and Objects: The hall is filled with worn-out furniture, malfunctioning droids, and suspect lighting systems. Dark corners and heavy tables make good places to hide, even temporarily.

Adversaries: One angry Wookiee Gladiator [rival] (with the Knockdown talent) and his Gamorrean Thug [minion] friends.

Attack: Right or wrong, an unlucky and now enraged Wookiee gambler attacks the PC, chasing him around the room. As the two trade blows, the spectators alternately watch or join in. The Wookiee uses furniture as improvised weapons, swings wildly, and accidentally tears down lights with live power lines.

Surprise: When either combatant slams the other to the floor, they both drop into basement, damaging the autochef system which begins spewing liquid and food everywhere.

MERCENARY SOLDIER

Mercenary Soldiers are at home in a fight, whether in a major battle, or a lesser skirmish. They understand fighting, and are often better at directing their allies in combat than those of other careers. Mercenary Soldiers should get opportunities to use their tactical abilities to gain advantages, as well as firing the right shots at critical moments.

CALLING THE SHOTS

The Mercenary Soldier takes charge of an ongoing conflict after finding allies in disarray.

Setting: Isolated fighting in a larger warzone on a rocky moon.

Cover and Objects: Irregular terrain, with steep, narrow crevasses and small-but-sharp hills.

Adversaries: Three groups of three Imperial Stormtroopers [minion] lead by an Imperial Stormtrooper Sergeant [rival].

Attack: The PCs are dropped via speeder into an existing battle. Finding their allies (four Planetary Defense Troopers [minion]) in disarray, the Mercenary Soldier immediately makes Leadership checks to take control. He then directs the PCs and their allies through the rough terrain, using a high vantage point to direct the troops and take ranged shots of his own.

Surprise: An enemy trooper proves to be a sniper, prompting a sniper's duel between the PC and the enemy shooter.

HIRED GUN MISSIONS

Hired Guns think of their work in terms of missions. They usually prefer jobs with defined goals that correspond to specific payments, whether that payment is a lump sum or some kind of achievement-based award for specific levels of success. To independent Hired Guns, the words “job” and “mission” are interchangeable for all practical purposes. For those who work for an organization or mercenary unit, the work is all about the contracted military mission.

This section presents possible Hired Gun missions and jobs. A mission usually covers an entire adventure, though an ultra-short-term job might be only an encounter or two. These missions are Hired Gun-focused. Other characters may take supporting roles or participate as equals, depending on their backgrounds and goals.

RESCUE AND RETRIEVAL

The PCs are hired by a wealthy corporate executive to hunt down the kidnappers who stole his very important personal attendant droid. The droid holds a great deal of the executive's personal files and corporate secrets within its heavily encrypted databanks. When the kidnappers grabbed the droid, they also took the vehicle it was being transported aboard—a rare Surrorian Conqueror Assault Ship

(see page 67). The executive doesn't know if the kidnappers were after the vehicle, the droid, or both. However, he knows who they are and where they are headed. He offers a substantial reward of 30,000 credits for the return of the ship and the droid.

Part 1: The executive hires the PCs and gives them the droid's suspected location on an isolated shadowport space station. Upon arrival, they scout the area and discover the droid is to be auctioned to some industrial corporations; competitors of their employer.

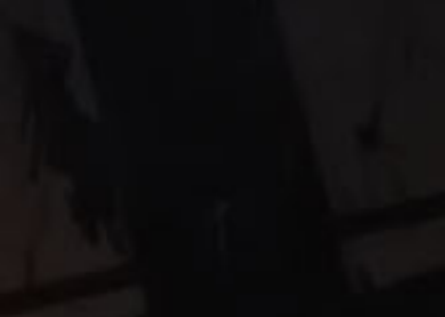
Part 2: The PCs discover the droid has been disassembled and its databanks divided up and sold. They must track down the individual kidnappers and retrieve each piece.

Part 3: The PCs learn the ship is being used by the group to deceive a rival crime lord into believing that their employer's corporation has taken a high-level interest in him. They're using the ship's well-known reputation to con the crime lord into believing that he is dealing with the corporate executive who hired the PCs.

Twist: The PCs may stick to their mission and simply retrieve the ship and droid, or they might exact some revenge on the ship thieves by alerting the crime lord to the con game. This might be achieved by simply running off with the ship, by leaving an explicit message or, perhaps most entertainingly, departing with the ship while in full view of both the thieves and the crime lord.

ANYYON, THE GUARDIANS OF AN'YETTU

Anyyon, the Guardians of An'yettu, are the paramilitary protectors of the An'yettu Islands on the planet Rodia. The islands are the homeland of the isolationist Rodian An'yettu clan, who are locked in a never-ending feud with the Chattza, the largest Rodian clan. The Rodian government actively prevents the An'yettu from expanding beyond their distant, widespread islands, so the Anyyon are the clan's main defense force. They battle other Rodian clans, seeking revenge for past engagements, incursions on their lands, and their own revenge attacks. While the Guardians are Rodians, they occasionally hire mercenary specialists to go where they cannot, or to virtually join their ranks as unofficial members. A campaign based around Rodian



PCs may use this adventure, or the PCs may be temporary, offworld hired help, or a combination of each.

Part 1: The PCs are recruited into or hired by the Anyyon. While receiving their initial training on a small island at fringe of the An'yettu island chain, they are unexpectedly attacked by Chattza raiders. The raiders are determined to destroy the training facilities, in a tit-for-tat cycle of attacks and revenge. Though overwhelmed by the veteran Chattza attackers, the PCs get the opportunity to commandeer a powerful battle speeder and turn the tide. If successful, they are rewarded. If not, they must flee the island.

Part 2: The PCs are ordered to hunt down a newly-detected secret Chattza outpost on one another island not far away, and capture the crew. The Chattza prove to be well prepared, unveiling heavy weapons and unexpected firepower. The attack may take sev-

eral tries. If successful, the Chattza flee, prompting a chase through the islands and over the sea.

Part 3: An enormous fleet of Chattza airspeeders are detected en route to one of the An'yettu islands at the southern end of the chain. The PCs are dispatched with an equally impressive Anyyon force to counter the invasion. The Chattza are intent on capturing the island, which the Rodian rulers granted to them for purely political purposes over the An'yettu protests. The two forces meet as the fleet reaches the island. The air-to-air battle soon becomes a battle for—and on—the island itself. The PCs take roles appropriate to their strengths. If successful, the An'yettu keep the island. If it fails, the PCs must escape via a fighting retreat.

Twist: The Rodian jungle is filled with terrible creatures that become agitated by the fighting, and are unwelcome opponents for both sides.

HIRED GUN COMBAT CAMPAIGNS

This section contains ideas and advice for conducting Hired Gun-focused campaigns. This is for GMs and players who want to conduct an organized mercenary campaign, follow the story of a particular paramilitary group, or allow the PCs to operate as their own independent group for hire. This section also covers some of the legal and political realities of operating or working for such an organization.

MERCENARY AND PARAMILITARY GROUPS

Mercenary groups exist in a legal grey area in the galaxy. In Imperial space, particularly in the coreward regions or systems with a heavy Imperial presence, mercenary groups must operate under strict Imperial law and conditions. Essentially, this means that unless the Empire or an allied organization is hiring the mercenaries, they aren't normally allowed to conduct military actions. Certainly any mercenary group foolish enough to engage Imperial forces doesn't last long when the full weight of Imperial might inevitably strikes back with a vengeance.

In the Outer Rim and less civilized regions, mercenaries operate more openly and with more latitude. While still technically under the same Imperial regulations while in Imperial space, the Empire is much less likely to pursue any operation that doesn't involve the Imperial military, Rebel forces, or influential Imperial corporations or citizens. Outside of Imperial space, and in various autonomous or semi-autonomous regions, mercenaries operate under local laws, if they feel obligated to follow them at all.

Mercenary groups don't always label themselves as such. They might be known as independent military contractors or military-grade high-security agencies. Some groups blur the line between independent organizations and corporate-controlled paramilitary units. With Rebel forces actively fighting throughout the galaxy, any base or compound with military capabilities draws Imperial attention. Imperial intelligence services, the Imperial Security Bureau, and others scrutinize such facilities secretly and overtly. Any hint of Rebel sympathy or connections to a powerful military force simply won't be tolerated.

Paramilitary groups are incredibly diverse and exist under a variety of monikers and conditions. Corporate security groups can legally rival government forces when they have extensive real estate to protect. Imperial corporate allies in particular are allowed to beef up their security to oppose Rebel attacks and sabotage.

HIRED GUN CAMPAIGNS

The following sections contain campaign ideas that GMs may adapt and expand upon for their own games. Each section addresses a different take on Hired Guns, their group size, and their specializations. While the main players are described, the GM must create their stats or use similar stats from the **EDGE OF THE EMPIRE** Core Rulebook. This allows the GM to fully customize the scenario to the difficulty level appropriate for the PCs, whether they are starting new or are heavily experienced.

DIRTY WORK

The PCs are hired by a secret conclave of merchants who want to rid a popular trading colony of the criminal element that has moved in over the past few months. The criminals are extorting credits from legitimate merchants, as well as ruining the reputation of the colony, frightening off clients and other traders. The conclave hopes that by striking hard at several specific vulnerable targets, they might run the criminals out of town quickly. Unfortunately, it isn't likely to work out that way, and the PCs must come up with creative solutions to contend with unexpected effects from their efforts.

Possible Location: The suggested location is a city of 50,000 to 150,000 people located on an Outer Rim world, with a minimal or corrupt government that is unwilling or unable to defend its citizens against powerful underworld forces.

Employer: Committee for Renewal (CfR). The committee is made up of leaders of 10 of the city's most influential or powerful merchants and companies. They know corruption is seeping into their own companies, so they meet in secret and fund the effort through dummy companies or their own personal fortunes. The PCs are contacted and hired by one of the members, and may be introduced to a second if needed. The rest remain anonymous for security reasons. They refer to each other using the term "Master" followed by an Aurebesh letter. The PCs initially meet Master Aurek, and the second is Master Besh. The rest are Cresh, Dorn, Esk, Forn, Grek, Herf, Isk, and Jenth.

Enemy Forces: The enemy forces are the criminals, bounty hunters, and enforcers of the Stalton Syndicate. It is a growing criminal network in the sector, and this is their first foray onto the selected planet. Voran Stalton, a young but up-and-coming member of the crime family, leads the effort personally. Voran is arrogant and slow to recognize the danger. Once he does, the PCs become his main concern and he pursues them very aggressively.

Starting amount for payment negotiation: Master Aurek knows this operation needs multiple missions, and pays for each separately. He starts at 5,000 credits per person, paying 25 percent up front. The PCs may negotiate more favorable terms, up to 8,000 per person and 50 percent up front.

Campaign Objectives: The primary objective is to force the Stalton Syndicate out of town and make them unwilling to return, preferably without revealing the PCs' employers.

Episode I: Master Aurek seeks out the PCs and offers them the job. Their first task is to scout out the enemy and learn as much as possible about their hideouts, methods, and strengths. It is surveillance-heavy. If the PCs are detected, they are threatened and forced away, but not necessarily seen as a threat unless found within Stalton premises. The PCs discover that the syndicate thugs operate out of a decrepit warehouse outside of the starport and are turning it into a fortified base. They note the thugs are those known to extort payment from merchants in town and the starport.

Episode II: The PCs aren't yet equipped to handle the warehouse, so the CfR orders them to disrupt the extortionists by ambushing them as they leave or return to the warehouse. The PCs scout the route and plan their attacks. If successful, they intercept credits intended for the syndicate and learn new information from any thugs they capture. However, their attacks must be short and targeted, as they cannot afford to be arrested by law enforcement.

The Staltons retaliate by leveling the premises of a Gearmasters supply shop. As the chain is owned by Master Forn, the PCs are immediately called in, arriving just as the thugs make their escape. A chase ensues through the city streets, but when law enforcement joins in, the PCs must break off or risk detection.

Episode III: The Staltons lure the PCs into a trap of their own, by letting it slip through the rumor mill that a ship is landing outside of town bringing arms, weaponry, and mercenaries because of all of the trouble. Hitting the ship as or after it lands is easier than dealing with all of the thugs individually, so CfR orders the PCs to attack. However, the mercenaries are already set up around the landing area, and attack the PCs when they arrive. They have the numbers to make the PCs flee. Law enforcement mysteriously fails to appear because they've been paid off.

Episode IV: CfR reveals that elements of local law enforcement can't be trusted anymore. Cracks begin to form in the CfR resolve. They cannot take on law enforcement without looking like criminals. They ask the PCs to detail what they need to directly attack the Stalton warehouse, and provide cash assistance to make that plan happen. As the PCs gather their goods and possible reinforcements, the Staltons discover Master Forn and Master Aurek's involvement and kidnap them.

MAKING A MERC GROUP

I've spent the last ten years working for various mercenary groups, and that's taught me a few things. First and foremost, be very careful who you sign up with. There's a lot of groups out there who aren't much different than a swoop gang or smuggling ring. Unless you're making your mark with an established name, I'd recommend you form your own.

Of course, if you want to make your own group, here's a few things you should keep in mind.

First, who's in charge? In my experience, while small groups can get away with making decisions by committee, any sizable band needs a clearly established leader. Along with that, some sort of rank structure. No point in having someone giving orders if there's no way to tell the rank and file. No, the bigger your group, the more it should look like a real army.

Next, how are you going to organize training, logistics, and supplies? Again, the bigger the group, the more important this is, but even you and three friends are going to need to know where you're getting your next meal, let alone blaster packs and frag grenades.

Recruiting new individuals is a tricky subject, but it's going to come up. After all, you're going into war as a business; not everyone's going to survive. Related to that is how you're going to handle training and equipping the fresh blood. You don't want them ending up like the people they replaced, after all.

Law and order. Whatever else you do, that's one thing you really need to consider. Lots of planets don't take too kindly to mercs operating in their territory, even if they don't outlaw them outright. Whether you're going to follow the rules or break them, you need to know them first. Nothing ruins a job like Imperial stormtroopers busting through the skylights to arrest everyone involved.

– Kasso Trelek, Freelance Demolitions Expert

Episode V: The PCs attack the warehouse. They must rescue Master Forn and Aurek if possible. If they fail to destroy the warehouse, the Staltons succeed in taking over the town. The CfR is revealed to all and crumbles. The PCs must flee. If they destroy the warehouse, Voran flees and the syndicate withdraws, though they seek revenge in the future against the PCs.

THE MAGNIFICENT PCS

Star Wars is highly influenced by cinematic tradition and stories. When running a campaign for a small number of Hired Guns with a moral streak and in business for themselves, the GM might look to the classic films *Seven Samurai* and *The Magnificent Seven*. In summary, the heroes are recruited by poor farmers to defend their village from a coming attack by bandits who demand or take their harvested goods. The PCs could similarly be recruited by desperate colonists, farmers or an isolated space station to defend against pirates, raiders, or a local crime lord. Depending on the complexity of the story, this could be either a campaign or an extended-length adventure.

REOG'S REGIMENT FOR HIRE

The PCs are recruited into Reog's Regiment, one of the larger independent mercenary units in the Outer Rim. The regiment operates from a pair of old dreadnoughts escorted by frigates and gunships. It has two starfighter squadrons. The unit fields about 3,000 troops, made up of a mixture of infantry and armored units. The Regiment also has its own special forces platoons deployed separately or in advance of the main force.

The campaign features the Regiment's ongoing missions as the PCs start off at the lower ranks but quickly get an opportunity to make a name for themselves in combat. As the Regiment's fortunes rise and fall, so do the dangers. When the unit angers a powerful Hutt, life becomes much more difficult. As Reog takes on more and more questionable missions to make up the difference, the PCs must decide if they want to stay with the Regiment, try to effect change, or strike out on their own.

Possible Location: The Outer Rim and Hutt Space.

Employer: Reog, owner and commander of Reog's Regiment.

Enemy Forces: Varies by mission, but usually organized military or paramilitary units.

Starting amount for payment negotiation: Reog does not negotiate payment. Starting pay is 3,000 credits per mission and increases with experience, rank and conduct.

Campaign Objectives: Reog is in it mostly for the money, but takes riskier missions if he thinks it is likely to gain the unit prestige that can be used to increase their payment rates. The PCs may gain a lot of experience and credits in a short time if the missions are successful. However, after Reog runs afoul of a powerful Hutt, he finds his opportunities diminished and his own unit targeted for attack.

Episode I: The PCs barely have time to acclimate themselves to the unit before they are dropped on to a remote, unnamed system in the fringes of Outer Rim Wild Space. The Regiment successfully runs a corporate security force off of the primitive, rocky planet, which was protecting a mining station that Reog's employers regarded as a claim-jumping operation. The combat is light, and the unit assigns the PCs to the second wave. They must enter the mines and defeat isolated pockets of resistance, or convince them to surrender.

Episode II: The unit soon learns that the claim jumpers were actually backed by noted crime lord Lorka the Hutt, out of Nar Shaddaa. Lorka manages to scuttle their next job at the last minute by paying off their employer to drop the Regiment. Reog soon finds he angered the wrong Hutt when work dries up. As the money runs short, he takes a simple security job, deploying the Regiment around a corporate research laboratory. The work is boring until the facility's massive storage tanks start leaking a mysterious gas. About half of the regiment goes crazy from the gas' effects. The PCs must defend themselves, while trying to find ways to subdue their allies. The eventual evacuation leaves the Regiment depleted and without pay.

Episode III: Lorka takes a more direct approach and hires a rival mercenary fleet to attack Reog's fleet. The PCs must help defend against the attack. In the process, many ships are lost or damaged, including most of the starfighters.

Episode IV: The regiment is hired by Grruna Thu, leader of the Gamorrean Shrook Clan to attack a distant rival clan, the Hakks. Normally, the Gamorreans wouldn't resort to outside help in their never-ending clan warfare, but Thu is on the Gamorrean colony of Pzob, while the Hakks are on Gamorr. She wants to crush the Hakks for destroying the last Shrook outpost on Gamorr. Reog is desperate for any job and ignores the universal advice to avoid Gamorr. The Regiment attacks the Hakks, but without fighter support it quickly turns bad for the Regiment in the deep jungle. As the battle progresses, the Hakks' allies join in and try to overwhelm the Regiment in sheer numbers. The Regiment retreats, and loses out on another payment. It is a humiliating end of the line for Reog, and he quits (or possibly ends up killed in the fighting). The PCs must decide if they want to stay and try to rebuild the Regiment or escape with other departing mercenaries.

HIRED GUN COMBAT REWARDS

Rewarding a Hired Gun character takes many forms, including the expected credits and experience points. Usually, the character receives the typical rewards, similar to characters in other careers. However, if the campaign focuses on military-style combat or more fighting than a typical campaign, the GM should consider altering the awards as suggested in this section.

XP IN A COMBAT-HEAVY CAMPAIGN

The **EDGE OF THE EMPIRE** Core Rulebook assumes most adventures cover a range of encounter types, of which combat is only one part. Characters are also allowed to spend their XP on whatever skills or talents they wish to increase. In a combat-heavy campaign or adventure, the GM might alter those conditions and expectations. PCs fighting epic ground or space battles spend session after session focused on the tactical side of the game. Whereas an average adventure session may cover many hours, days, or even weeks, in game time even a few minutes of combat may take many sessions to play through tactically. While the PCs might gain a lot of

tactical experience in a short time, they may not get an opportunity to develop other skills.

To reflect this, the Game Master may tailor the following options to a combat heavy game:

- Reduce the amount or frequency of XP granted during combat-specific adventures. Essentially, it takes longer for the PC to advance skills while fighting the majority of the time. It also reflects the fact that less time passes during tactical encounters than during the average adventure, so the PCs have less time to learn or practice certain skills.
- Restrict which skills the PC may increase by granting XP specifically for a range of skills, or skills used on the battlefield. For example, after a



jungle battle, a Hired Gun mercenary might be restricted to skills such as Athletics, Perception, Resilience, Stealth, Survival, and combat skills.

Preferably, the PCs should get the opportunity to be free from restrictions between combat-heavy sessions, allowing them to improve other skills. If the storyline doesn't logically work with some skill increases, it is always possible that a formal military or paramilitary group provides training sessions between major battles. A personal mentor, or helpful officer or superior, might also be available. These sessions could easily cover what the PC wants to learn, though they may not have the actual XP to spend until after a more action-filled encounter.

The PCs should receive XP in amounts comparable to regular adventures. The GM should avoid granting XP based solely on defeating individual enemies or groups in combat. While this might be appropriate when taking on a major storyline villain, the GM should avoid granting specific awards for defeating specific numbers of enemies. The focus should remain on the story, and not encourage players to attack enemies in the hopes of simply advancing their characters.

The GM should raise or lower XP awards in relation to the combat's complexity, as it relates to the PCs. This means that if the PCs successfully execute their part of a complex battle plan, they should be rewarded with a few more points than for using a less difficult plan. The PCs may also gain bonus XP by cleverly and successfully adapting to the battle's changing conditions.

In large battles, the PCs' XP should not be tied entirely to their side's success. They should be rewarded for their part in it and if their part goes well, but if others fail, the PCs' XP should not be penalized. However, if the PCs are directly responsible for an operation's failure, the GM should grant them a lesser amount than they might have otherwise received.

CREDITS AND CASH

As has been repeated many times, Hired Guns want to get paid. How much is always the question. When setting a price for work, the GM should consider the following variables:

Where in the galaxy is the work to be carried out? There are no hard-and-fast rules, as other conditions are usually more relevant. Hiring a bodyguard on Corellia might be cheaper or more expensive than Tatooine. However, wealthy worlds usually have wealthier beings able to afford more for their own protection.

Is the work legal, illegal, or a grey area? Illegal operations usually command higher payments to match the higher risks should the authorities become involved. However, a mercenary group that can work legally in some areas might have an advantage finding work over their unlicensed or shady counterparts.

RESULTS MATTER

Hired Guns should always remember that results count. If they want to get paid the full amount plus any additional bonuses, they must perform up to their employer's expectations. While not every payment needs to force another round of negotiations or arguments over intent and actions, PCs that fail to meet their employer's goals should be penalized. Even if their pay is not reduced, poor performance may result in loss of reputation and/or loss of future work from the current employer.

Who is the employer? The answers to **The Employer** section on page 73 apply here. However, the higher the pressure on the employer for the job's success, the more they are likely to pay.

How much can the employer afford? The PC can negotiate all he wants, but the employer's funds are usually limited. However, the GM should not overlook the story opportunities for employers who live beyond their means and the consequences of doing so.

How risky is the work? This is usually the largest single consideration. Generally, the higher the risk, the higher the expected pay. There may also be different types of risk involved. Usually, it is risk of physical injury or death, but risk of reputation or material losses are also important.

What happens if the job is much riskier than expected? Hired Gun jobs tend to get more risky, rather than less. Unexpected risk may warrant demands for extra pay. Of course, the employer and the PC may have different assessments of the range of risk expected.

What are the expected expenses and are they included in the price? Expenses for weapons, vehicles, transport, ammunition, licenses, supplies and medical care add up quickly. Some goods the PCs are expected to supply on their own, others might warrant a jump in pay.

See **Table 3–1: Hired Gun Pay Scale** for a broad range of Hired Gun jobs and their average cost range. The GM should adjust the cost as needed, taking other rewards and unique conditions into account. The cost range covers low- to very-high-risk operations, with most jobs falling somewhere in between. Per-job costs may be divided into several payments as needed. In this case, jobs are expected to last anywhere from a few intense days to several moderate to intense weeks. Longer-running operations should be broken up into separate jobs where needed.

Where a character might fall into two categories, the GM should pick the average cost for the broader category and then add 10% to 25% of the individual rate for the more specialized category. For example,

TABLE 3-1: HIRED GUN PAY SCALE

Job	Sample Description	Cost Range in Credits
Bodyguard Jobs		
Criminal or Imperial Client	Protect a significant criminal figure or target of Imperial pursuit, such as a Rebel sympathizer.	2,000–5,000
Famous Public Figure	Protect a public figure that is highly recognizable in much of the galaxy, such as a famous celebrity or official.	5,000–10,000
Lesser Public Figure	Protect a public figure that is recognizable in limited areas, such as a planet, system, or specific subculture.	3,000–8,000
Private Individual	Protect a private citizen, such as a corporate official, lesser noble, or even the average person with enough credits.	500–5,000
Demolitions Jobs		
Individual Hire	The cost of hiring a single specialized demolitionist for a specific job, which may be extrapolated for ongoing work.	500–2,000
Expert Individual Hire	The cost of hiring a single expert demolitionist for a specific job, which may be extrapolated for ongoing work.	2,000–5,000
Enforcer Jobs		
Individual Hire	The cost of hiring a single enforcer for a variety of security and shady work.	500–1,000
Mercenary Jobs		
Individual Hire	The cost of hiring a single mercenary or individual gun-for-hire.	500–2,000
Small Group Rate	The cost of hiring a small mercenary band (4-6 members) for a specific job. A group of PCs may qualify even if not all are strictly mercenaries or Hired Guns themselves.	6,000–20,000
Average Soldier	The average per job pay for the average soldier in a successful mercenary or paramilitary operation.	500–1,000
Non-commissioned Officer	The average per job pay for the average non-commissioned officer in a successful mercenary or paramilitary operation.	1,000–3,000
Officer	The average per job pay for the average officer in a successful mercenary or paramilitary operation.	2,000–10,000
Specialist Jobs		
Average	The cost of hiring a single specialist for a specific job, which may be extrapolated for ongoing work. Specialists usually have a rank of 2 or more in a specific skill.	500–3,000
Expert	The cost of hiring a single expert for a specific job, which may be extrapolated for ongoing work. Expert specialists usually have a rank of 4 or more in a specific skill.	2,000–5,000

a Demolitionist PC that is part of a mercenary group might start at the average price for the Mercenary - Average Soldier, and 10 percent of the Demolitionist Individual or Expert Individual Hire rate, and maybe up to 25 percent if the PC is highly skilled.

MATERIAL REWARDS

Through the course of a mission or job, the Hired Guns may be issued additional equipment, weapons, armor, vehicles, and starships to complete the assignment. The objects on loan are expected to be returned.

Loaned objects should not be counted as a reward if the characters only use them for a limited time or the item is absolutely vital to completing the mission or adventure.

However, if the PC keeps the item, or it is assigned to him virtually permanently, then it could be considered part of the character’s rewards and possibly part of his income. If the item is too big of a reward—say a large vehicle, starship, or even a capital ship—the GM might allow the PC to keep ownership or control in exchange for Obligation. Dutybound and Favor work often well for this situation.

STIFF 'EM

Not every job works out. Not every contract is fulfilled. Eventually, for one reason or another, through his own fault or not, a Hired Gun just won't get paid. For the GM, this is a powerful storytelling tool that might jumpstart entire adventures or campaigns. For the player, it can be really frustrating. Given that most PCs negotiate partial payments up front, truly losing out on an entire payment is likely to be rare. However, if they lost significant material goods during the job—say a heavily-damaged starship—a sudden loss of expected funds becomes that much worse. Penalizing the PCs should be taken with care. Below are some examples for stiffing the PCs on a payment:

Poor Performance: The most common reason is simply poor performance. Failure to complete a mission results in non-payment. Completing

a mission so poorly that it causes future problems for their employer is also a good reason for stiffing the Hired Gun.

Organizational Wipeout: If the mercenary organization doesn't survive the battle, the PCs simply can't get paid. Unexpected organizational failures often occur, such as a crime boss being killed, an Imperial raid, or a corporate bankruptcy.

Double Cross: The employer might blatantly double-cross the PCs or leave them hanging in a desperate situation.

Liar: The employer could outright lie, never having any intention of paying the PCs. In this case, the employer usually has a backup plan for when the PCs come after him for payment. Some powerful crime bosses have the power to make it clear the PCs get nowhere with their threats and demands.

Characters may also gain possession of items on a battlefield. The taking of loot, souvenirs, or the spoils of war is often considered in poor taste by formal organizations. However, some (usually disreputable) units may actually encourage it. Any large item a PC obtains and keeps through scavenging or looting should be considered part of his reward. If the PC simply uses it to achieve an adventure goal, or the item is expendable, it probably shouldn't be counted against him.

Some characters may want to loot items for later sale. While those types of characters in the *Star Wars* universe certainly exist, they are not usually part of a military unit. Unless the characters want to be scavengers more than Hired Guns, they should not want to focus on this. If they do, and the GM wants to discourage it, items are usually worn or damaged, decreasing their resale value. The GM may refer to the **Weapon Maintenance** section of the **EDGE OF THE EMPIRE** Core Rulebook. However, if he is looking for quick guidelines regarding sale prices, damaged items could sell for a quarter of their usual retail price (pristine equipment would probably sell for half). If the PCs want to get more for their loot, that can quickly become the theme for a small side adventure (or may encourage the PCs to invest in the Trader specialization).

INTANGIBLE REWARDS

Intangible awards are rarely negotiated and normally come about during the course of play. Most intangible awards may be only vaguely considered before the mission begins.

OPPORTUNITY

Opportunities are a common intangible award. Sometimes they can be predicted ahead of time, when the group or individual recognizes that success in one mission may open up an opportunity for a greater operation in the future. However, opportunities present themselves often in adventures, during the course of play. With some planning, the GM may include or drive the PCs towards story-based opportunities.

REPUTATION

A Hired Gun's reputation is extremely important. Whether he is known as trustworthy, quick, dangerous, lethal, silly, stupid, incompetent, or inexperienced, his reputation often precedes him and influences his life and future opportunities. However, the GM should reward good results with informal boosts to his reputation, at least to the type of individuals for whom he wants to work.

RUNNING CINEMATIC COMBAT

Many modern roleplaying games describe combat as “cinematic.” Presumably, the description is meant to suggest that combat is designed to emulate the movies. This, in turn, suggests that the movies always portray combat the same way, which we all know isn’t true. Hollywood action blockbusters and period dramas both often feature combat, but one typically looks nothing like the other. **EDGE OF THE EMPIRE** gives players the tools they need to create combat scenes that look like *Star Wars*. To understand what *Star Wars* “looks like,” it is helpful to explore some of the saga’s own cinematic influences.

LOOKING LIKE *STAR WARS*: CINEMATIC INSPIRATIONS

The first thing viewers are likely to discover when they consider these influences is that there are many of them. *Star Wars* was never meant to mimic any one genre—it draws upon several distinct traditions and re-imagines them in a way that supports and enriches the complex, varied tapestry that is the *Star Wars* universe. That is to say, shootouts between hired guns look like one thing, while duels between Jedi Knights look like another. Understanding these traditions and their influence on different elements in *Star Wars* can help players lift some of that magic off of the silver screen and bring it to their gaming tables.

SWASHBUCKLERS AND SERIALS

George Lucas was clearly inspired by the old science fiction and adventure serials on television. In the 1950s, vintage serials featuring pirates and swashbucklers were being rebroadcast on *Adventure Theater*. New *Flash Gordon* and *Buck Rogers* series hit the small screen, and the serial episodes from the 30s and 40s were revived. Even if the viewer has never seen a *Flash Gordon* or *Buck Rogers* serial from the middle of the century, perhaps he may have caught a classic Errol Flynn swashbuckler such as *Captain Blood* or *The Adventures of Robin Hood*. If one were to identify a single key element of the fight scenes in these midcentury swashbucklers, it would be movement. Fights are filled with running, jumping, climbing, swinging, advancing, and retreating.

The look and feel and motion of fight scenes in a swashbuckler or adventure serial is what is usually meant by “cinematic combat,” and this influence is certainly evident in the *Star Wars* saga. Whether it’s Luke and Leia swinging across the shaft in the Death Star under heavy blaster fire from stormtroopers, or that scene’s call-back at the end of the spectacular set-piece skirmish at the Great Pit of Carkoon, this kind of cinematic



combat features prominently in *Star Wars*. Bringing the action to a tabletop RPG simply requires setting the scene. Place a bottomless shaft with a retracted bridge in an adventure, and most characters' first thought is to find away to swing across it.

WESTERNS

Of course, not every fight scene in the *Star Wars* saga is a swashbuckling set-piece. If combat in the films was limited to adventure serials, game combat would certainly be "cinematic" but it wouldn't look like *Star Wars*. Another film genre that inspired the look and feel of the movies is the Hollywood Western.

It is no surprise that *Star Wars* has often been characterized as a "Western in space." And while the influence of the Western genre can be found in the films' characters and narratives, it is also evident in the way they portray combat. The shootout in the detention block looks like nothing so much as the gunfight at the O.K. Corral or a thousand other battles that have filled the reels of Hollywood Westerns since the genre was born.

The key features of a showdown or gunfight are very different from those of a swashbuckling set-piece, and yet they are every bit as "cinematic." Showdowns favor a quick draw and a sure aim, and they are often resolved by a single shot. There simply isn't time for a lot of stunts! The central features of a gunfight are usually cover and placement. What are the participants hiding behind when they shoot at each other, and where are they and their adversaries placed in relation to each other? Are they ducking out from behind the bulkheads of a dead-end corridor to fire at stormtroopers pouring into the block, sealing off their escape? Are our heroes caught in the open or pinned down? Are they surrounded? Are they under fire from above or below?

The action in these scenes often plays out according to the particulars of cover and placement. Combatants caught in the open seek to take cover. Combatants with good cover seek to defend it, and their enemies look for ways to deny it or maneuver around it. Placement thereby changes and the combat unfolds according to the actions and reactions of the heroes and the enemies that beset them. Unlike the pulse-pounding thrills of swashbuckling fight scenes, these kinds of gunfights emphasize suspense, tension, and a sense of ever-present danger.

COMBAT SITUATIONS IN EDGE OF THE EMPIRE

Two basic principles apply to every combat in **EDGE OF THE EMPIRE**. The first is that the fight should have stakes. It should matter. Typically,

the fight matters because it advances the game's "plot," which is just to say that victory would move someone closer to their goals, and therefore their opponents have to stop them. Sometimes it is the characters who are trying to achieve a goal and their adversaries attempting to stop them. Sometimes the roles can be reversed and the characters may be on the defensive. This is the heart and soul of all narrative conflict.

The second principle follows from the first. Whether in victory or defeat, the fight and its outcome should illuminate something about the characters. Combat in *Star Wars* is a dramatic spotlight on the characters. When Luke foolhardily goes to attack the Tusken Raiders, that action advances the plot. Not only does it provide an introduction for Obi-Wan Kenobi, it also shows Luke to be reckless and impulsive, demonstrating character traits that prove incredibly important much later in the films. Likewise, when Obi-Wan confronts Darth Vader on the Death Star, the fight buys Luke, Han, Leia, Chewbacca, and the droids time to reach the *Millennium Falcon* and escape. It also reveals a great deal about the characters, their relationship, and their history—insights that continue to pay off in surprising ways as the narrative develops.

High stakes and character development: more than anything else, that's what combat in *Star Wars* is really all about.



GUNFIGHTS

The gunfight is likely to be a staple combat scene in an **EDGE OF THE EMPIRE** game. As noted earlier in the discussion of the influence of Westerns on *Star Wars*, the keys to a gunfight are cover and the position of the participants. Cover is dictated by the environment in which the combat occurs, including terrain as well as artificial structures and objects. Position and placement are determined by the circumstances prevailing when combat begins. Gunfights can be complicated by any conditions and factors that affect the environment, including weather and visibility.

Because cover and position are so important, gunfights are often the most tactical combat situations in **EDGE OF THE EMPIRE**. How to use available weapons and armor most effectively, how to leverage a strong position or minimize the disadvantages of a weak one, how best to maneuver to gain an advantage or deny one to the enemy—all of these are tactical considerations that become important in a gunfight.

RUNNING BATTLES AND FIGHTING RETREATS

Characters in **EDGE OF THE EMPIRE**, like the heroes of the films, are often outnumbered and outgunned. As a result, they often find themselves on the run: retreating down a narrow corridor, firing at the relentless

advance of a seemingly limitless number of stormtroopers; laying down covering fire to allow one's companions to reach the ship; or exchanging blaster fire while zigzagging through the trees on the forest moon of Endor. Whether the fight is a Western-style gunfight or a swashbuckling thrill-ride, running battles are a staple of the *Star Wars* saga.

AMBUSHES

Perhaps the best way to maximize the advantages of cover and position is to set up an ambush for an adversary. In **EDGE OF THE EMPIRE**, the Player Characters often confront ambushes, devious traps set by crime lords, local authorities, Imperial agents, and untrustworthy former allies. Sometimes, however, the PCs turn the tables and set up ambushes of their own. Successful ambushes can end quickly and may appear to lack drama, but don't be fooled: a cunning ambush can be one of the most effective character spotlights in the game.

SHOWDOWNS

While epic battles feature prominently in *Star Wars*, sometimes the most dramatic conflicts are one-on-one. Jedi duels are perhaps the first examples people think of, but other characters can be drawn into—or initiate—showdowns as well. Han and Greedo in the cantina is perhaps the most famous example of a showdown that doesn't involve lightsabers, and is an extremely effective character spotlight. Just a few seconds of screen time effectively establishes the viewer's expectations for the character.

Combat in *Star Wars* draws on multiple cinematic traditions. These inspirations provide players with a vibrant palette from which to create exciting conflicts that feature high stakes and a brilliant spotlight shining directly on the characters and their actions.



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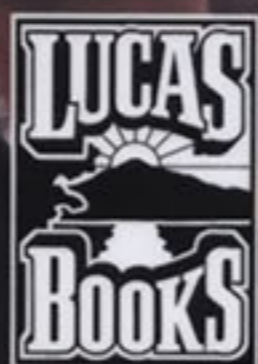
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